SEGA + NINTENDO + AMIGA + PC + ST

zero



INSIDE! **HUGE** MULTI-FORMAT TIPS PULLOUT!

exclusive!

SPEEDBALL 2

whizzes onto the Mega Drive!

OVER **70** PANT-WETTING REVIEWS AND PREVIEWS!

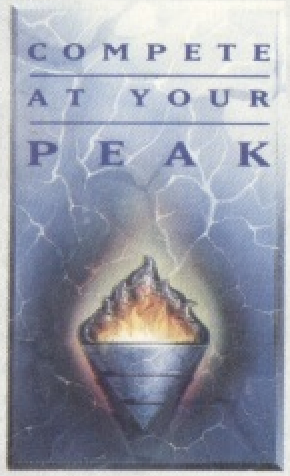
FREE SLIME!

ISSUE 35 SEPT
ONLY £1.50
09
770957 930088

NEW ZERO – GET IT OR REGRET IT

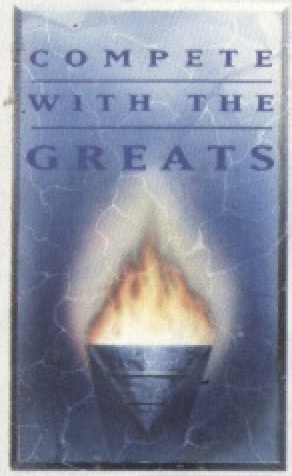
SPORTS SENSATION





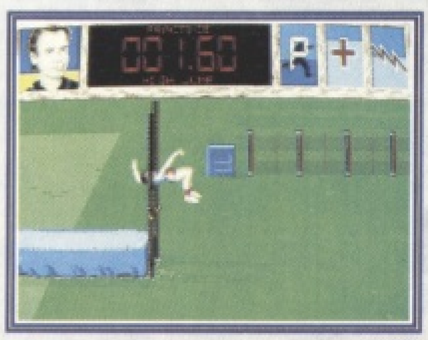
TEAM MANAGEMENT

Put yourself in charge of training your squad for this summer's competition.



HALL OF FAME

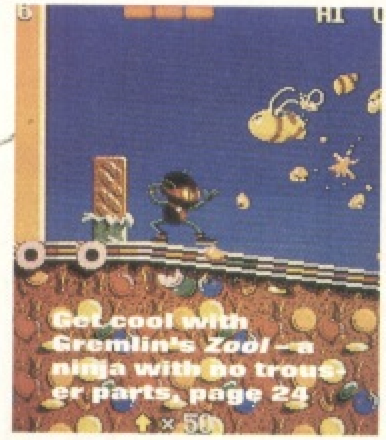
Includes the history of the games and the winning contestants' achievements. Compare your team members' performances to those of the all time greats as you attempt to break world records.



AVAILABLE FOR:
ATARI ST · CBM AMIGA · PC & COMPATIBLES

content

REGULARS


Get cool with Gremlin's *Zool* – a ninja with no trouser parts, page 24


We go *Speedball* crazy – check out ZERO's exclusive Mega Drive review on page 20.

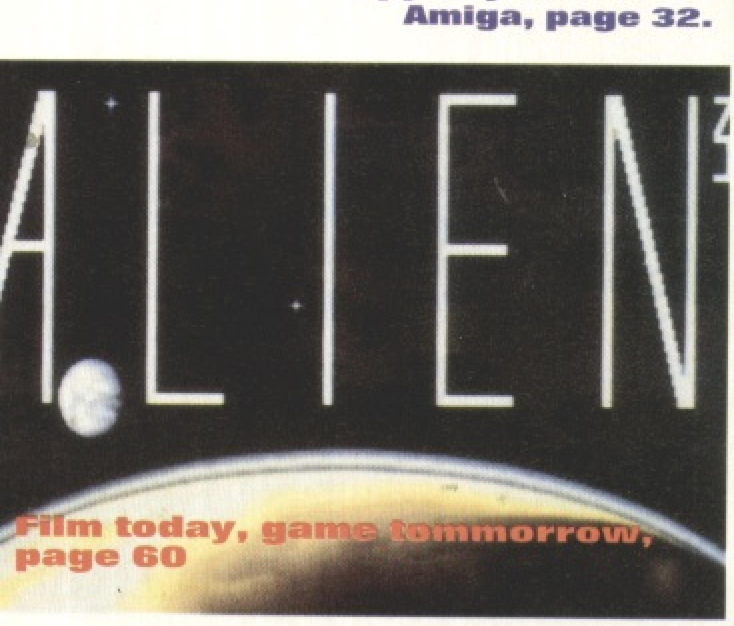
FEATURES



The kookiest, spookiest map ever with The Addams Family cadies to boot.


Spy Guy on the Amiga, page 32.


Krusty's Super Funhouse, page 30



Film today, game tommorrow, page 60


The best things come in threees, especially *Gobliiins*. Catch 'em on the ST, page 26



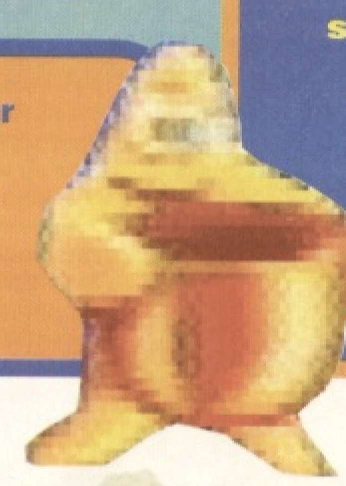


KEY

- MD – Mega Drive
- A – Amiga
- SN – Super NES
- N – Nintendo
- MS – Master System
- PC – PC
- ST - Atari ST
- GB – Game Boy
- GG – Game Gear
- L – Atari Lynx



P-p-pick up a penguin in our fab Mega Preview – *Aquabatics* – featuring James Pond and his marine world friends on page 84.



zero

19 Bolsover Street, London W1P 7HJ.
(071) 631 1433

PUBLISHER: Teresa Maughan
EDITOR: Amaya Lopez
ADVERTISING: Sara Parker
071-631 1433
SUBSCRIPTIONS: Mary Bramble
071 580 6163

Published by Dennis Publishing Ltd.

ABC 52,580

Dennis

COVER ILLUSTRATION: Steve Bliss

We paid *The Mail On Sunday*'s advertising agency £50,000 to come up with a catchy, witty slogan to sum up the Smaaart pages. This is what they came up with: "Smaaart... news pages, not snooze pages". What a rip off! It's an outrage! [*Get on with the news. Ed.*]

Smaaart!

ARCADE MACHINE IN SUPERMARKET SHOCK!

By An Ex-Daily Telegraph Crime Correspondent.

A NOTE FROM THE EDITOR

Unfortunately, the item on the right was brought to my attention too late for me to be able to remove it from this issue – but I have been able to squeeze in this retraction. It seems that our ex-*Daily Telegraph* Reporter has got his facts slightly wrong. What he thought was a real coin-op in his local Happy Shopper was, in fact, nothing more than a cardboard bookstand – a bookstand cunningly fashioned to resemble an arcade machine. This and similar bookstands in shops around the country contain *Sega Pro-Master* books, which retail at £2.99 apiece. Each book contains in-depth hints, tips, maps and strategies for three popular Sega games – on all Sega formats, be it Mega Drive, Master System or Game Gear. There are four *Pro-Master* books in all, the games covered being: *Sonic, Prince Of Persia, Super Kick Off, Donald Duck, Super Monaco II, Shinobi, Castle Of Illusion, Desert Strike, Golden Axe II, Streets Of Rage, Kid Chameleon* and *EA Hockey*. So there you go, nothing to do with crime at all. Shoplift yourself a *Sega Pro-Master* book today (joke).

Crime is rife yet again in this once great country of ours, due to the proliferation of 'Amusement Arcades', where crazed youngsters mill about en masse. They are addicts, these youngsters – deranged worshippers of what are known as 'Coin-Op Machines'. But worship of these devilish contraptions costs money – anything from 30p to £2.00 a throw. So what happens when the evil teenagers run out of money? How do they continue to feed their depraved habit? By mugging, and sometimes by murder is the answer. But now things have taken a turn for the worse (if that were possible). I can exclusively reveal that these 'Coin-Op Machines' are popping up alongside checkout counters in various supermarkets, countrywide. So will the 'weekend shopping trip' now become a potentially dangerous activity? Will gangs of youths be mugging and killing akimbo in the aisles of Safeways, Sainsbury's, Tescos et al? It would appear so. This outrage has to be stopped, and stopped now.



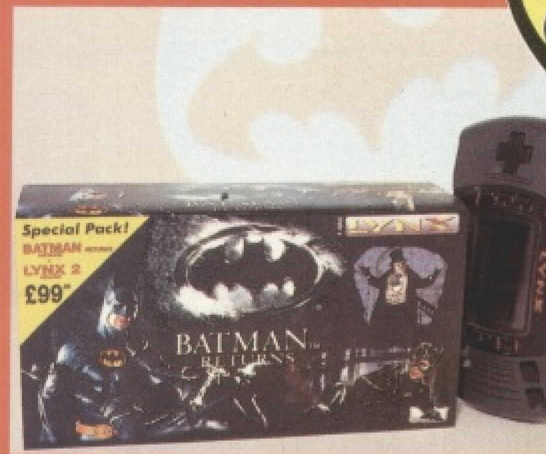


BATMAN'S SILICA JOB

Silica Systems has announced a new console pack. It features the Atari Lynx 2 (ie the 'not quite so big that you need a wheelbarrow to carry it around in' version) and *Batman Returns* (ie the 'game of the film of the summer').

We could leave it at that really, couldn't we? But there's a quote about the tie-in, and there's nothing we like more at Smaaart than a good quote. This one's from Andy Leaning from Silica, who said: "We are pleased to announce this new pack. The *Lynx* offers the best in colour handheld games technology, while the *Batman* tie-in gives it one of the most popular and playable games available... and long before any other console will have a version." (*Well, he was hardly likely to say he wasn't pleased to announce the tie-in, and it was also unlikely he'd say that the Lynx and the Batman game were crap. Why not astound us with an unusual quote for a change." A Not Very Impressed Quote Fan.*)

The Atari Lynx/*Batman* Returns pack retails for £99.99 and is available from Silica Systems (081 309 1111).



COVER SLIME DOs AND DON'Ts

THINGS TO DO WITH YOUR FREE SLIME

1. Clamp the slime firmly between your buttocks and waddle along to the doctors. When he asks you what's wrong, remove your underwear, release your buttock muscles, and the slime should slop out all over his hand. He will be alarmed (and rightly so). The slime will then be bottled up and sent off for analysis while you receive a doctor's note enabling you to take a precautionary three weeks off (a) school or (b) work. A guaranteed winner!

2. With the aid of a rolling pin (or wine bottle) you could flatten your slime and spread it out over an area of one square metre. Once this is done, cover the slime pancake in peanuts and then roll it back up. Cover this peanut/slime mixture in melted chocolate and then place in a fridge. Once it has set, wrap it in brown paper, write the word SNICKERS on the front and then send it to Mars Chocolate Company with a letter of complaint. By return post, you'll receive a note saying "We're sorry, we don't know how this happened." You'll also get a box of free choccy bars.

3. Take your slime on a long and tedious coach or train journey and make sure you sit next to (or opposite) a person who has a book. Now wait. Wait for about 45 minutes and watch the facial expressions of the book reader/fellow traveller. Try to guess when they're getting to a really exciting bit of the story. When this does eventually happen, carefully remove the lid from your slime container and pounce. Cover their open pages with green gunge. When they look up at you in anger, wipe your nose and make grunting noises. Tell them you have sinus problems.

By now it's probably too late, and you may well already be in hospital with surgeons trying to remove our cover-mount slime from your windpipe. If this is the case then we're sorry, but you really should have read this bit before opening the container, shouldn't you?

- The ZERO Gunge complies with British Standard EN 71.
- It is not suitable for children under three years old.
- Do not swallow or attempt to inhale.

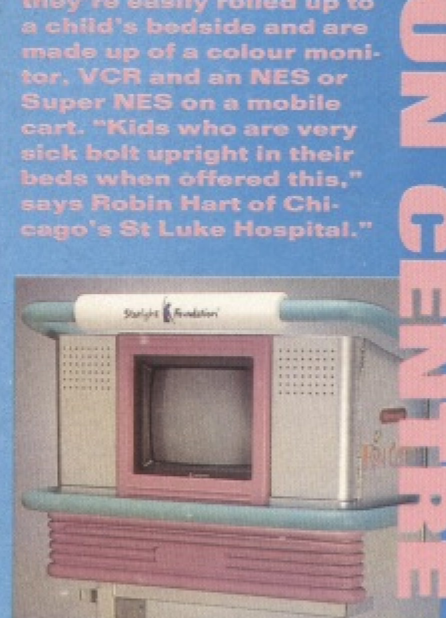
So there you are. Pretty obvious really, apart from the EN 71 standard. Anyway,there's a list of things you COULD possibly do with our slime on the right. (Not a definitive list, you understand – just some suggestions.)



NINTENDO FUN CENTRE

Going on holiday to America and dreading the thought of leaving your beloved NES or Super NES behind? Well, if you are in this unfortunate position, here's a way to avoid all that boring stuff mum and dad force you to do on your hols. As soon as you arrive at your holiday destination, give your folks the slip and take a cab to the dodgiest part of town. Then wander aimlessly around the darkest back-alley you can find. Within five minutes, you will be viciously mugged by a knife-wielding psychopath. (But don't worry – it's all part of the plan.) Hopefully you'll be sent to recover in a hospital equipped with a Fun Centre and will spend the rest of the holiday in bed, playing computer games. Smaaart!

Yes, Nintendo of America will be donating over 150 Fun Centres to US hospitals in the coming year. Specially designed for hospitalised children, they're easily rolled up to a child's bedside and are made up of a colour monitor, VCR and an NES or Super NES on a mobile cart. "Kids who are very sick bolt upright in their beds when offered this," says Robin Hart of Chicago's St Luke Hospital."



SHUTTLE



BASED ON OFFICIAL GOVERNMENT DOCUMENTS. SHUTTLE IS THE MOST ACCURATE AND COMPREHENSIVE SIMULATION OF NASA'S SPACE SHUTTLE EVER PRODUCED FOR ANY HOME COMPUTER.

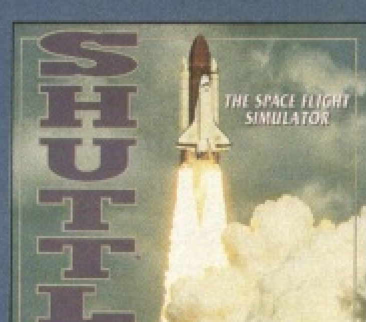


FEATURES:

- FOLD-OUT SHUTTLE FLIGHT DECK POSTER
- VARIOUS LAUNCH AND LANDING SITES
- AUTHENTIC CONTROL PANEL DISPLAY

the space flight simulator









AVAILABLE FOR
P.C. & COMPATIBLES, ST & AMIGA

Virgin Games Ltd. 338A Ladbroke Grove,
London W10 5AH
Tel: 081 960 2255 Fax: 081 960 9900

Virgin GAMES



CDTV NEWS

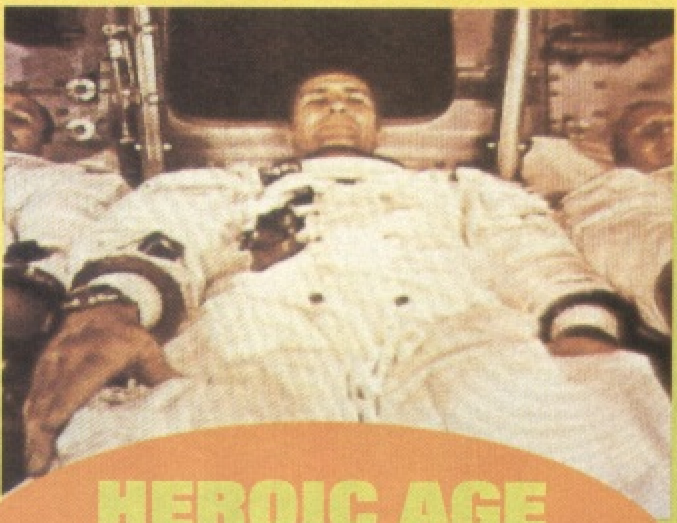
A number of new Amiga CDTV titles from third-party developers have been announced. And they're games, for the most part. The following game descriptions aren't actually reviews. They're not done by us – we're just repeating, parrot fashion, from information recieved.

CDTV SPORTS FOOTBALL

Out now from CDTV Publishing

Updating the highly acclaimed and successful format of Cinemaware's legendary *TV Sports Football*, this hugely entertaining recreation of America's most physical sport makes full use of the Amiga CDTV's quarter screen video capabilities and the innovative 'Chromakey' system to produce stunning live action sequences which appear before, during and after the gridiron action. Get involved in the action as much as you want to and then sit back to be entertained by the remarkably realistic televisual presentation. After that, it's action all the way.



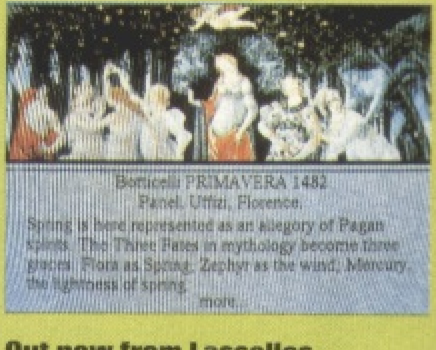


HEROIC AGE OF SPACEFLIGHT
NASA, THE 25TH YEAR

Out now from Troika Multimedia

Making full use of the all-new CDXL quarter screen motion picture format, this impressive reference title takes the user through the entire history of the space race, from the earliest aeronautic research to the Space Shuttle program. Like all CDTV titles, this one can be accessed in any number of ways: either as a straightforward 50 minute documentary film or as a detailed reference work, split into 12 chronological sections to aid clarity. (*I would have prefered a beat 'em up in which Buzz Aldrin's chick was kidnapped by aliens from outer space and he had to rescue her through fifty levels of scrolling multi-layered parallax. A Gung-Ho Reader.*)

THE CONNOISSEUR
FINE ARTS COLLECTION



Out now from Lascelles Productions

A collection of 500 of the world's greatest art treasures are now stored on a single compact disk, waiting to take their place in your living room – all thanks to the world's first interactive art gallery, *The Connoisseur Fine Art Collection*. Complimented by a range of 10 classical music soundtracks, the collection includes works from nine periods of Fine Art: Classical Greek and Roman, Early Renaissance, The Quattrocento, Northern Renaissance, High Renaissance, 18th Century, The Romantics and The Impressionists. The works of 100 artists are featured, each one backed up by informative text. The collection can be viewed period by period, by individual artist, or as a continuous four hour multi-media presentation. (*Er, so it's not a shoot 'em up then? Another Gung-Ho Reader.*)



TRIVIAL PURSUIT

Out now from Domark

What is Desperate Dan's favourite food?
(*Porridge? Ed.*)
What is triskaidekaphobia?
(*Er... is it a fear of triskaideks? Ed.*)
How many golf balls are there on the moon?
(*Nine? Ed.*)

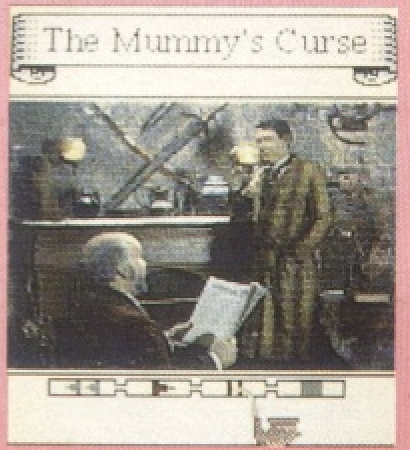
All of these questions and more are answered in Domark's Amiga CDTV rendition of the classic Horn Abbot board game. Taking full advantage of the CDTV's sound and vision capabilities, this latest version features 3,000 spoken questions (with a voice-over by Patrick Mower), which are illustrated with numerous digitised pictures, music and sound effects. (*I'm not very good at* Trivial Pursuit *actually. Ed.*)



SHERLOCK HOLMES
CONSULTING DETECTIVE

Out now from Icom

Step back in time, to the London of hackney cabs and pea-souper fogs, to work hand-in-hand with history's greatest detective, Sherlock Holmes, in this four part tale of murder, mystery and suspense. Featuring live action, full-motion video footage, this multi-media classic provides a wide variety of audio-visual clues to the budding detective to help in his (or her) quest to solve some of late 19th century Britain's most puzzling cases. Impressive Victorian-style artwork, taxing gameplay and a strong sense of humour combine to make this an instant multi-media classic. (*Unless, of course, they don't. Ed.*)



ATLAS ANTICS



Question: Can you see what's wrong with this map of the UK?
Answer: Nothing's wrong with it – in fact it's actually been improved. *(Yes, very funny... I don't think. An Unamused Welsh Reader.)*

Are you geographically incoherent? So many people are... but why? Easy – it's because they don't own a PC. Forget your big, heavy, cumbersome books and your tacky globes with lightbulbs in the middle – what you really need to get ahead in the modern world is a digitised atlas. One that comes on disks. One that can be explored in-depth. "But you can do that with a normal 'book type' atlas," you may cry. But can you? Can you really? Can you, for instance, do any of the following?

Thrill to animated flags of at least 200 nations as they ripple in the wind.

Relax to the world's national anthems, all played in multi-part harmony.

Enthuse to sound-sampled pronunciations of countries you couldn't pronounce before.

Swoon at sound sampled pronunciations of cities and regions you were also a bit shakey on.

Gasp at the sight of billions of graphs, charts and statistics on about 17 trillion different subjects.

Watch your gran weep when you Zoom In on Betty's Retirement Home in Bournemouth again and again and again.

Guffaw at all the extra things you add to the program yourself, to save to disk for future merry moments.

Chill when you realise that there's more, more, more – oh, so much more it's orgasmic (nearly)!

Yup, a digitised atlas is where it's at, when you come right down to it, and Software Toolworks think that theirs, *Multimedia World Atlas*, is one of the best – if not *the* best – around. But what about the price? Well, we reckon it's fair enough if you've already got a PC, but slightly prohibitive if you haven't. Compare these figures...

A good 'book type' atlas	£50
A globe with a lightbulb in the middle	£99
A Software Toolworks *Multimedia Atlas*	£85
A 486 PC and a copy of *Multimedia Atlas*	£1885

CD-ROM

SUPER NES – CD OR NOT CD?

You may be asking yourself: "What's happening with the CD-Rom acessory due to come out early next year for the Super NES?". *(No, I couldn't give a toss actually. A Diehard Amiga Fan.)* Well, on behalf of those of you who are interested, we've been working around the clock, leaving no stone unturned, in an effort to bring you the latest on Nintendo's new 'box of tricks'.

At Smaaart, we deal in hard news – not speculation. Our exhaustive enquiries have revealed that, er... there is no hard news on the Super NES CD-ROM. Sorry – the people 'in the know' at Nintendo are being even more inscrutable than usual, and won't tell us anything about their new machine. Basts! But we did manage to squeeze a quote out of a 'Nintendo Spokesperson', who said: "We will not introduce new hardware until either our own game designers or independent developers have produced games that offer players real CD-ROM technology and value." It seems the top brass at Nintendo isn't impressed with the competition and believe that no player will buy any CD-ROM gadgets until a stack of really tasty games are ready to run on them.

In an attempt to get more info, we sent Smaaart's roving reporter, Speccy Twat, to Tokyo to 'dig the dirt'. Two weeks later, we received a garbled long distance phone call. "Er... Nintendo refused to speak to me, but the Japanese magazines continue to leak updates on the smart capabilities of Nintendo's new baby. It seems tragic slowdown and screen flicker – as seen in nearly every Super NES cart since *Gradius III* – are a thing of the past, thanks to a really powerful coprocessor that's running faster than the speed of light. I'm sending back an artist's impression (see below) and I'm putting together some graphs to send too..." *(Snip! That's enough from Speccy for now. Ed.)*



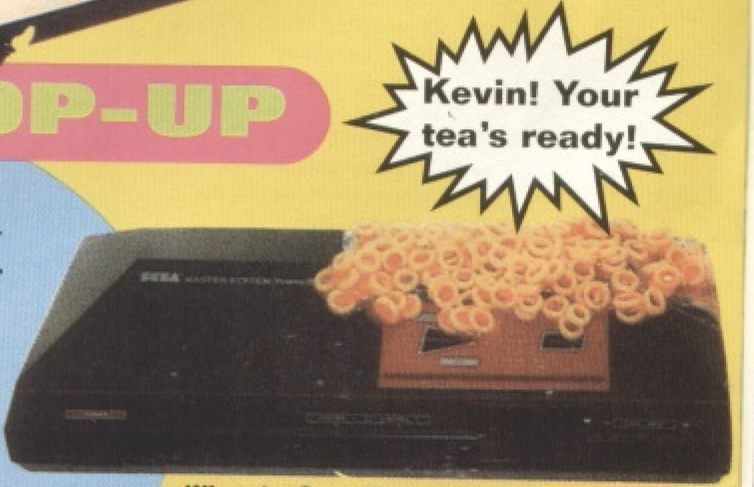
An artist's impression of Nintendo's Super NES CD-Rom accessory.

SEGA AND HEINZ LOOP-UP

You may have already noticed and entered (and if you haven't then it's too late anyway, because it's over now), but Sega have done a little promotional deal with Heinz. (Or a big one, if you prefer.) During June and July, 20 million cans of Heinz Spaghetti, Spaghetti Hoops and Noodle Doodles carried a coupon on the inside of their labels which, once filled in and sent off to the relevent address, went into a gigantic top hat (or something).

From September to November these coupons are going to be drawn out of the 'hat' at a rate of ten per week, and the lucky senders will each receive a free Master System. Philip Ley, Marketing Director of Sega Europe, said: "This is a prime example of Heinz offering even more variety to consumers." Ian Fryer, sales promotion manager of Heinz said in return: "We're absolutely delighted to be featuring Sega on our packs." You yourself may be saying: "So what?".

Well, it occurred to us that as Sega and Heinz are obviously so chummy, maybe they ought to reverse the deal for their next respective promotions. Everyone who buys a Sega Master System during December gets half-a-cans-worth of Heinz Spaghetti Hoops – squished, free of charge, into the cartridge slot (see pic). Brilliant, eh? That's marketing genius for you, if we say so ourselves. *(Er, don't give up your day jobs. Ed.)*



What the Sega Master System will look like if the Sega/Heinz deal is reversed.

Stacks of reasons why you should visit OLYMPIA



between Nov. 19-22

the christmas

COMPUTER SHOPPER SHOW

grand hall OLYMPIA

19-22 november 1992

Sponsored by

COMPUTER SHOPPER

The Computer Shopper Show has the lot! See the pages of the magazine burst into life as over 250 of the top PC names gather under one roof to exhibit their hardware and accessories.

It's all happening between November 19 and 22nd in the Grand Hall, Olympia.

Organised By

BLENHEIM



Meet - IBM, Citizen, Amstrad, Elonex, Viglen, Multiplex, Mannes-Mann Tally, Mesh Computers, Compusys, Opus, Kamco, MJN Technology, Reeves PLC, Compace Computers, and many more for the ultimate hands-on experience.
See, try, test and buy all the latest products.
It's bigger and better than ever!

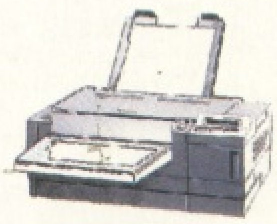
See the latest



486's



386's



PRINTERS



LAPTOPS



SOFTWARE

Special Show Offers -

- **FREE expert buying advice centre**
- **FREE software presentations**
- **Notebook Test-station** • **Printer Test-station**

Everything from the most powerful 486s to palm-top computers, peripherals and software are waiting for you at

OLYMPIA

How to get there-

The show takes place at Olympia Exhibition Centre, Hammersmith Road, London W14 and can be easily reached by tube and bus.

TUBE -**Olympia**- District, Circle, Piccadilly and Metropolitan lines.
BUS - Numbers 9, 10, 27, 29 & 91

SHOW OPENING TIMES 10am-6pm
Thurs 19 - Sun 22 November

Book now, save up to 30%

Adult	~~£6.50~~	**£4.50**
Under 16s	~~£4.50~~	**£3.50**
Family	~~£20.00~~	**£15.00**

Call the
Ticket Hotline 071 373 8141
or simply complete the advanced ticket order form below.



the christmas COMPUTER SHOPPER SHOW grand hall OLYMPIA 19-22 november 1992

Complete and return to: Computer Shopper Show Earls Court and Olympia Box Office Ltd, Earls Court Exhibition Centre,
Warwick Road, London SW5 9TA
Closing date for applications 16 Nov 1992

Name ____________
Position ____________
Company Name ____________
Company/Home Address ____________
____________ Postcode ____________

☐ I enclose a cheque made payable to Computer Shopper Show
for £ ________ for ________ tickets (total)
☐ £4.50 ☐ £3.50 ☐ £15.00 (enter quantity of each type of ticket required)

☐ Please debit my ACCESS/VISA account
Account No. ____________
Expiry Date ______ / ______
Signature ____________

Which of the following are you interested in seeing at the show?

☐ Desktop PCs ☐ Portable PCs
☐ Apple Mac ☐ Amiga/Atari
☐ Software ☐ Printers

M A

Rrrap!

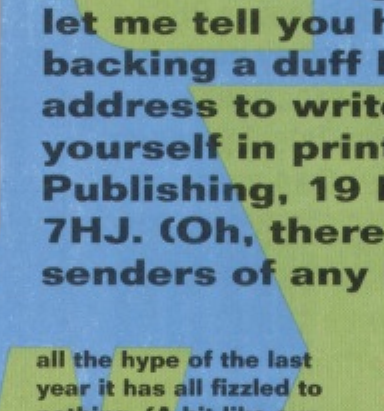


Coo-eee! It's me – Amaya. As David has swanned off to work in a bicycle shop, I'm now the new Ed. As such, I'm the one you lot have to write to from here on in – got it? Okay. You can still start your letters, as before, with "Dear Ed" or, if you want to be less formal, "Dear Amaya". However, I expect some of you will be tempted to try the old "Darling Fluffy Bunny" routine, but let me tell you here and now – you'll be backing a duff horse, so don't bother. The address to write to if you want to see yourself in print is Rrrap! ZERO, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. (Oh, there are fab freebies on offer for senders of any letters we print.)

BUM RAP

Dear Letters Page,
This morning I heard the end of the world is coming... or the next worst thing. (Read on..) I have received a letter (enclosed) from Anco, informing me that the soon-to-be-released *Kick Off 3* and *Player Manager 2* will not be released onto the ST, due to low orders. If this is true about these two games – especially *Kick Off 3*, which would be a guaranteed top ten hit as far as most of us are concerned – what chance have any other titles got?

I, like many other *Kick Off* fans, will feel gutted that after all the hype of the last year it has all fizzled to nothing. (A bit like our hopes in the European Championship really.) So what's the alternative? Spend 400 quid on an Amiga? If so, consider one nearly new ST up for sale. Oh, and I've been forced to enclose a short message for Anco. (See photo)...
T Wright,
Goldthorpe, Rotherham, Yorks.



Er, I'm not quite with you on your 'message to Anco' photograph — what are you trying to say: "I work on a building site" or something? Still, I know what you mean about Kick Off 3 being a guaranteed top ten hit, and I also think Anco are being a teeny bit silly (unless they know something we don't, of course). Ed.

MAD NYMPHO

Dearest Sexy Macca,
You don't know me, and I don't know you, but when I see a picture of you it instantly sends me into shivers of excitement. All your reviews make me want to be 'violent' with you. I want to run my hands through that soft hair and French kiss those luscious lips of yours. I want to undo the zip of your Levi's and grab whatever's lurking inside. *(Let's hope you've got some tweezers then. Ed.)* Just meeting you would serve my dreams and would banish all nightmares of your 'seems to be' girlfriend. I want you to use your rifles, machine guns and Kalashnikovs on me – and I want you to caress me with your dangerous hands.

I hope I have provided a bit of excitement for you. Is the throbbing still there? If you want to hear more of my whines and dreams and hopes then please contact me... I enclose my full address.
Simone,
Archagelus, Nicosia, Cyprus.

I just want to get something straight here – Simone is, I take it, a girl's name? Yes? It is here in the UK, what with the 'e' on the end of it and so on. However, if I'm wrong and Simone turns out to be the Cypriot version of the English name 'Simon', then all I can say is "Uh-oh!" (And I don't expect Macca will be 'over the moon' himself, seeing as he's bought a one-way plane ticket to Cyprus and is probably roughing up his hair and padding out his Levi's outside your house at this very moment.) Ed.

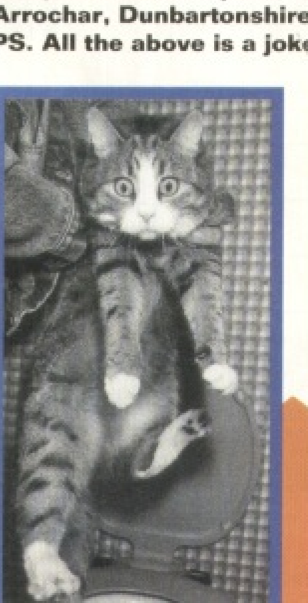
CRAP JOKE

Dear Ed,
Please could you finish this joke off for me? Question: How do Kriss Kross cross the road?
J Beadle,
Finsbury Park, London.

star letter

MIAAAOOW... GURGLE, GURGLE

Dear Ed,
As I flicked through the pages of ZERO I came across a rather amusing subscription form. On the form was a 'cute' picture of a startled cat with the caption "Subscribe to ZERO or we'll drown this cat!" Well, I found it hard to stop laughing. Now I refuse to subscribe to ZERO because I want to see the cat drown. Er, how about a picture of the cat after it's died?
Andy 'Vlad The Impaler' Nicholas,
Arrochar, Dunbartonshire.
PS. All the above is a joke – so stick that, RSPCA!



So many a true word spoken in jest... you wouldn't believe the hassle the 'drowned cat' and the 'dog with gun to his head' adverts have caused us The National Canine Defence League, the Animal Liberation Front and the RSPCA have all been up in arms, flooding us with complaining phone calls and hate mail. Yet the whole thing was only a joke. The dog is called Floyd and belongs to a friend of staff member Cuj Holmes, while the cat is called Parker and belongs to publisher Teresa Maughan. Neither animal was actually killed – just slightly injured. They both got rewards for their stunt work – Floyd got a box of Bonio and Parker a live mouse to play with. Ed

CRAP RAP
WITH FLAVOR FLAV

Send your raps to me, y'know what I'm sayin'? Flavor Flav gets real real when he's readin' a rhyme, y'know what I'm sayin'? An' I am your main taste – Flavor Flav. If you hit the chime I'll be slidin' down, but if you lose the scan I'll be on your case, with a gat pointing straight in your face, y'know what I'm sayin'? Be dope or don't be doin' at all, y'see what I'm sayin'? This kickin' rap is from MC GEOFF CORDERY of GRAVESEND in Kent. Beat it...

Yo! It's DJ Mad Dog, the king of rhyme
About to give you a crucial time
By rappin' in lines that scan and flow
In a far out rhyme, an' it's just fo' ZERO.
I'm here, I'm here, to rid you of your fears
So listen careful – prick up your ears
For if it's street cred yo' lookin' for
Then the Mad Dog way'll make y'score.
All yo' need t'do is buy the mag
Then you're half way to lookin' fab
There's one more thing to finish the job...
Just send the Ed ten million bob
Unless of course I don't win a prize
'Cos then he'll kiss his ass bye-byes

Hey, you're dustin' in low an' fast, y'know what I'm sayin'? You burned the mutha groove way down to the wax, y'know what I'm sayin'? Kill a cop. Respect. Slide outta my yard. Y'know what I'm sayin'? *(Er, I think he liked it. Ed.)*

Send in your crap rap to Flavor Flav. If he deems it worthy of respect you could win yourself a rather ridiculous clock pendant thing to wear around your neck.



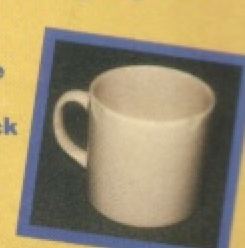
Easy – they ask a Lollipop Lady to stop the traffic. Ed.

Dear ZERO,
Please could you tell me how to get past the safe in *Operation Stealth*? I've been trying for ages, but I just can't work it out.
Mark Marsh,
Kempshott, Basingstoke.

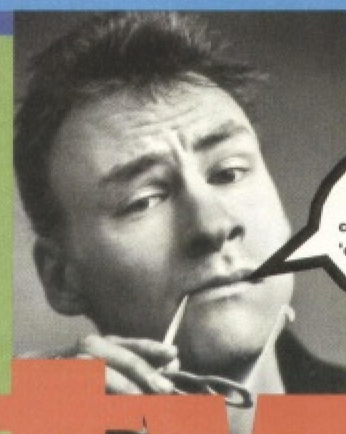
First you need to find the chocolate bar (it's hidden in the toilet near the beginning of the game). When you've got it, you have to EAT it, so you're left with the wrapper – which is made of tin foil. The safe isn't really a combination job at all, that's a red herring... it's actually locked electronically, and you have to short circuit the system by USING the TIN FOIL WRAPPER on the circuitboard (which you'll locate in the lobby, under one of the purple plant pots)... NOT!!! Yes, that whole solution was a lie I'm afraid, and the real answer is, er... I haven't got a clue. Ed.

CRAPSWOP

Here's where you lot get to swop things via the ZERO letters pages. Last month PETER FORD of HORSHAM in Sussex sent us this mug, but as yet we've had no takers. So what's going on? Surely it's worth *something*. A jigsaw puzzle with a bit missing, maybe? Or your mum's favourite (but very horrible) china vase? Come on, let's get this show back on the road. Send in your swop without delay – you get the mug and the next lucky contestant gets your useless item...



speccy twat



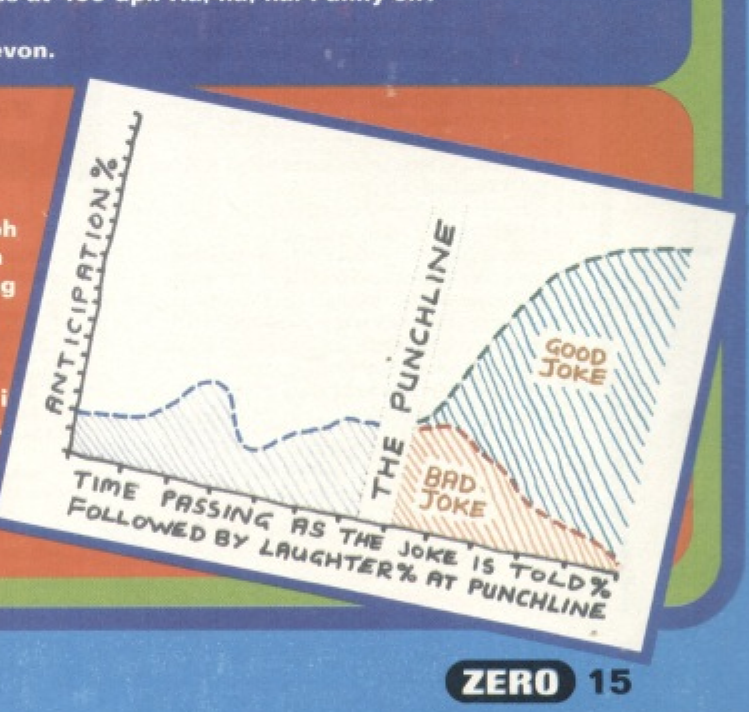
Got an absurdly technical query? Then I'm your man. I dream in algebra. Graphs are the stuff of life, as far as I'm concerned, and long numbers come a close second. Most people fashion words such as 'cat' or 'dog' on their toast when eating alphabetti spaghetti, but take a look on my plate and you'll see something like this: "∑f(x1°x2)=√0.01(x3°Ω)μ". Impressed?

Dear Speccy Twat,
I have seen *Streetfighter 2* on the Super NES and I think it's great. Is there any chance of this game coming out for the Amiga?
Tariq Fayez,
Arnold, Nottingham.

A game, eh? Not my strong point, I have to admit, but as for the technical capabilities of the Super NES versus the Amiga, the Super NES, if we're talking palette capabilities and hardware skills, comes out tops. Ultimately every game in the world can be converted onto every computer in the world, but it doesn't necessarily mean the conversion will be any good. However, a really good programmer can often perform miracles on a machine if he or she knows the chips well enough. I hope that's answered your question. Speccy.

Dear Speccy Twat,
Here is a really funny joke. "What's the difference between a hand scanner and a real mouse?" Give up? The mouse runs at 300 dpi whereas the hand scanner runs at 400 dpi. Ha, ha, ha. Funny eh?
Andre Brooks,
Ashburton, South Devon.

I've heard it before, but it still makes me laugh, so thank you for reminding me, Andre. Here's a graph of what happens to a person while listening to a joke. I find this graph endlessly fascinating and I expect you will, too, if you're of a like mind. Speccy.



CHAIN MAIL

Here's how Chain Mail works. You write in to us and ask a well-known computer personality a question. We then phone them up, get them to answer the question and then it's their turn – they ask you, the readers, a question. One of you lot answers it and gets the chance to pose your own question to yet someone else. JAN LAUREYNS from Belgium has a question for Peter Molyneux of *Populous* fame...

Q: HAVE YOU EVER BEEN TO BELGIUM?

We phoned Peter and here's his reply...

A: NO I HAVEN'T, BUT I DON'T FEEL I'M MISSING MUCH.

And Peter's question to ZERO readers? It's as follows...

Q: WHAT DO YOU KEEP IN YOUR SPARE KITCHEN DRAWER?

So back to you, geezers. Tell Peter exactly what's kept in that messy, undefinable kitchen drawer. And put a question to someone else while you're at it. Let's groove!

CALLERS WELCOME AT OUR BRANCHES OPEN 9-5.30, MONDAY TO SATURDAY

STOP PRESS
GCSE SOFTWARE PACK - CALL!!

WE WANT TO BEAT ALL PRICES!!
CALL US!!

ST ALBANS NOW OPEN SUNDAYS
10.00AM - 4.30PM

Hobbyte

COMPUTING
ESTABLISHED 8 YEARS

10 MARKET PLACE ST. ALBANS
HERTS AL3 5DG TEL (0727) 56005/41396
THE GALLERY ARNDALE CENTRE LUTON,
BEDS LU1 2PG TEL (0582) 457195/411281

HOW TO USE THIS AD

For the first time ever, you can choose your own Amiga and software combination, and still benefit from the huge savings only available from package deals.
Want an A500 with 1500 software? No problem!
Like an A1500 without games? It's up to you!
All we ask is that you choose at least 1 software pack when you order your hardware (optional on CDTV, A3000 or CBM 386)

AMIGA 3000

25MHZ	52MB	100MB	240/425MB
2MB	£1889	£2039	Phone
2MB + 7CM MON.	£2139	£2289	Phone
6MB	£2049	£2199	Phone
6MB + 7CM MON.	£2299	£2449	Phone

ALL PRICES INC. VAT
With SCALA, D Paint IV and AmigaVision — ADD £299
Trade-in available

AMIGA 500 PLUS

Full UK spec., inc. mouse, power supply, leads & manuals, etc. inc.

	ALONE	8833/1084
1MB	329.00	519.00
2MB	369.00	559.00

Zydec external drive with on/off & daisy chain port ADD 48.00
Also with Kickstart 1.3 + ROM Sharer for switching between 1.3/2.04 to eliminate compatibility problems ADD 39.90

AMIGA 1500/2000

Full UK spec. with 1MB RAM, mouse, expansion as 2000, leads, manuals.
New including Kickstart & Workbench 2.04.
Hard disc configuration inc. the high performance GVP II controller card, EXPANDABLE TO 8MB. Fast reliable 52MB +120MB Quantum Drives are used.

	ALONE	WITH 8833/1084	WITH 7CM + FFIXER
Dual Drive	495.00	685.00	859.00
DD+GVP+20MB HD	699.00	899.00	1065.00
DD+GVP+52MB HD	765.00	969.00	1129.00
DD+GVP+120MB HD	908.00	1112.00	1272.00

Per extra 2MB fitted to GVP — ADD £60.00
Also with Kickstart 1.3 + ROM Sharer — ADD £39.90
Also with XT/AT BB for PC compatibility — ADD £95-£200.00

AMIGA 600

1MB, WB 2.05, 3.5" FD + Smart Card Interface + 12 month on-site warranty

	ALONE	WITH 8833/1084
A600	£334*inc VAT	£524*inc VAT
A600 20MB HD (larger available)	£434*inc VAT	£624*inc VAT

2MB VERSION ADD £45
* See below/across for software packs

Hobbyte are setting **NEW LOW PRICES** for A600s!! These prices are our best guess as we go to press, but telephone before ordering - We may be able to do better!!

CARTOON CLASSICS GAMES PACK EXTRA
(1MB REQUIRED)

	VALUE/RRP
• Cartoon Classics Games: Lemmings	25.99
The Simpsons	24.99
Captain Planet	25.99
• Deluxe Paint III with animation	79.99
• 3 Disc Home Pack including Word Processor, Spreadsheet, Database or PD Games compilation	9.99
TOTAL VALUE	161.96
WITH AMIGA/CDTV	15.99
SEPARATELY	29.99

CDTV

1MB, with Disc Caddy, Welcome CD + tutorial + remote control unit.

	AS ABOVE	WITH MATCHING DRIVE KEYBOARD, MOUSE + WB 1.3
As above	£339*	£379*
With Goldstar Black TV monitor + remote control	£498*	£538*
Extra RAM	£POA	

* When you trade in your old Amiga 500 - phone for details.
For price without trade in - please phone
See below/across for software packs

NEW PRICES!

STARTER PACK I

	MAX VALUE/RRP
• 10 Blank Discs + 80 capacity lockable disc box	26.98
• Mouse Mat	4.99
• Virus Killer Disk	4.99
• DPaint III or Home Accounts	79.99
TOTAL VALUE	116.95
WITH AMIGA/CDTV	17.99
SEPARATELY	24.99

1500 PACK EXTRA
(ALSO FOR A500,A500+, A600 CDTV, 3000)

	VALUE/RRP
• The Works Platinum, word processor, spreadsheet, database	169.95
• Deluxe Paint III with animation	79.99
• Get the most out of your Amiga book	9.95
• Hobbyte 50 Programme PD Greats Pack II	39.95
• Puzznic	24.99
• Toki	24.99
• Digital Home Accounts	29.99
• Elf	29.99
• Microswitch Turbo Joystick	9.99
TOTAL VALUE	418.79
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99

SPECIAL: Also with Cartoon Classics Games ADD12.99

THE HOT LOT PACK
(1MB REQUIRED)

	VALUE/RRP
• Cartoon Classics Games: Lemmings	25.99
The Simpsons	24.99
Captain Planet	25.99
• Deluxe Paint III with animation	79.99
• 10 GREAT individually packaged games, previous RRPs up to 39.99 each, phone to choose from current list, or leave it to us! Children's games available.	269.82
• 50 Programme Hobbyte PD Great Packs II	39.99
• Dust Cover+ mouse mat	9.98
• 10 Blank Discs + 80 Capacity Disc Box	26.98
• Microswitch turbo joystick	9.99
TOTAL VALUE	513.72
WITH AMIGA	59.99
SEPARATELY	79.99

SPECIAL: ALSO 10 extra great games ADD 25.00

NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- 8+ years experience in Commodore product and here to stay
- Commodore trained staff are friendly and helpful and are parents, multimedia, educational, games, programming or technical specialists (usually more than one!)
- Open 9-6 pm Monday to Saturday and 10.00 am to 4.30 pm Sundays for convenient shopping.
- Callers welcome for advice and demonstration at our 1600+ sq ft High St, Town Centre branches
- Next day delivery for most orders received by 5 pm; express am and Saturday services available
- Hardware carefully handled and delivered safely and reliably by caged, insured, top name courier service
- 100% pre-despatch testing on Amigas
- Free 30 day, next day courier collection and delivery of NEW replacement.(except product with on-site maintenance)
- Hotline support and in-house engineers
- Upgrade and trade in offers to keep you up to date
- Exceptional after sales service

NOT JUST ANOTHER MAIL ORDER COMPANY

For years a major player in Amiga Mail Order, Hobbyte also boast extensive expertise and experience in specification and support of multi-machine and specialist systems. Hobbyte have been recommended and trained by Commodore and successfully won major orders and support contracts from London Boroughs, MOD, educational establishments etc. We are pleased to be placed on tender lists.

This expertise is available to all our customers.

WHAT THE CUSTOMERS SAY

..."extremely courteous and rapid response to my problem"..."I will not hesitate to recommend you to my colleagues."
Dr Darrel Maddy - Slough

"Thank you for dealing so promptly with my requests."..."I was reluctant about ordering my computer mail order. However I have been very pleased with my dealings with Hobbyte -you are to be commended for your customer service."
Trevor Patterson - Bangor

"We have dealt with many of the leading computer suppliers, in the past, but the service you provided was second to none.'
E W Bailey - Preston

..."Thank you for everyone's good service'..." it arrived at 7.20am the next morning."
David J Thomas - Wolverhampton

"I was very impressed with the service I received in the first instance, I really appreciated how quickly you managed to get the printer despatched from your Luton branch for me."
J S Cozadinos - Amersham

PROFESSIONAL FAMILY PACK
(1MB REQUIRED)

	VALUE/RRP
• Cartoon Classics Games: Lemmings	25.99
The Simpsons	24.99
Captain Planet	25.99
• Deluxe Paint III with animation	79.99
• The Works Platinum Word Processor, Spreadsheet and Database	169.99
• Their Finest Hour, Flight Simulator OR Back to the Future and Postman Pat (1.3 only) OR Digital Home Accounts or Edd the Duck	29.99
• Virus Killer Disk	4.99
• 50 Programme Hobbyte PD Greats Pack II	39.99
• Hobbyte Infant, Junior (specify) or Secondary Educational Pack	19.99
• 10 Blank Discs + 80 Capacity lockable disc box	26.98
• Mouse Mat + Dust Cover	9.98
• Turbo Microswitch Joystick	9.99
TOTAL VALUE	468.86
WITH AMIGA/CDTV	79.99
SEPARATELY	99.99

SPECIAL: Also with Star LC 200 9 PIN Colour Printer and Starter Pack ADD 180.00
Also with Citizen 224+24 Pin Colour Printer and Starter Pack ADD 230.00

AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE •

NEW

COMMODORE 386SX GAMES + WP PACK

CBM 386 16MHZ, 40MB HD, 1MB EXP RAM, 3.5" DRIVE, VGA 14" COLOUR MONITOR

- CD quality stereo speakers
- Sound card
- Mouse
- 8 entertainment titles: Wing Commander, Hard Drivin 2, Midge 29, Trivial Pursuit, Escape from the Planet of the Robot Monsters, Pitfighter, Castle Master, Super Space Invaders
- Secretary Bird WP, Spreadsheet, Database
- DOS 5
- Full 1 year on-site warranty **£789***

Also with Star LC 24-20 Printer, lead, paper and printer stand **£975***

*** EVEN LESS WITH PART EXCHANGE!! -PHONE!**

COMPLETE RANGE OF PC'S + NOTEBOOKS AVAILABLE

ABSOLUTE BEGINNERS PACK 3-9 YEARS

	VALUE/RRP
• Fun School 2, under 6 years, 6-8 years or 8+ years	19.99
• Fun School 3 or 4, specify under 5 years, 5 to 7 years or 7+ years.	
– 12 stunning UK educational games with beautiful pictures, exciting animation and music that helps to develop number, word and other skills. Up to 6 skill levels. Conform to National Curriculum requirements.	24.99
• Postman Pat (1.3 only), OR Edd the Duck (7+ years) OR Matched Pairs OR Blinky's Scary School	14.99
• Hobbyte Infant or Junior (specify) Educational Pack, featuring up to 12 "Learn while you play" games	19.99
• Hobbyte 30 Easy Children's Games, 10 pack disc including Train Set and other top entertaining PD titles	19.99
• 10 Blank Discs	6.99
• Joystick	9.99
• Deluxe Paint II/Photon Paint II or Elf or Puzznic	89.99
TOTAL VALUE	206.92
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99

SPECIAL: With Cartoon Classics Games and Dpaint III + animation instead of Dpaint II/Photon Paint II (1MB req.)
VALUE 80.00
ADD 14.99

TRAMPY'S OR THOMAS'S PACK 2-9 YEARS

AT LEAST 57 EDUCATIONAL/FUN FILLED GAMES!

	MAX VALUE/RRP
• The Shoe People - 6 colourful and entertaining games featuring Trampy and friends to encourage early number reading and pre-reading skills. With Shoe People music **OR** Thomas the Tank Engine's Fun with Words - 6 separate easy to use learning programmes with animation and sound.	29.99
• Shapes and Colours - Bobby the Clown entertains and lays down the foundation for maths and writing in 6 colourful animated games.	9.99
• Fun School 2, 3 or 4 - the "Fun School" suite have won just about every award going. 5 or 6 wonderful animated games.	24.99
• **OR** Picture Book: 4 colourful and amusing games from ex 'Fun School' design manager will delight young children.	
• Deluxe Paint II/Photon Paint II or Elf or Puzznic	89.99
• Hobbyte Infant Educational PD Pack, containing 10 fun while you learn games	19.99
• Hobbyte 30 Easy Children's Games Pack	19.99
• 10 Blank Discs, Disc Box, Joystick, Mouse Mat	26.96
TOTAL VALUE	221.90
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99

SPECIAL: With Cartoon Classics Games and Dpaint III + animation instead of Dpaint II/Photon Paint II (1MB req.)
VALUE 80.00
ADD 14.99

A3000 24 BIT SYSTEM THE ULTIMATE!!

- Extra 4MB Fast RAM
- Progressive 68040 accelerator
- 24 bit colour card
- Vlab 24 bit colour real time digitizer
- 24 bit 3D Art + animation s/w
- Fitting and Free 1/2 day customised training

TOTAL RETAIL PRICE OVER £6,000

HOBBYTE PRICE £3995 INC VAT

MITSUBISHI G650/40

A3 postscript colour ink jet printer, 8MB with starter kit

HOBBYTE PRICE £7349 INC VAT

FINANCE AVAILABLE written details on request

AMOS PROGRAMMER'S PACK (1MB REQ.)

	VALUE/RRP
• EASY AMOS - complete, simplest possible, fun-to-use beginners programming course. Learn to write professional looking arcade games, educational, etc. software in weeks, not years. Complete with graphics, sound, animation and more. Upgradeable to Amos.	34.99
• Cartoon Classics Games: OR	
Lemmings / Elf	25.99
Captain Planet / Puzznik	25.99
The Simpsons / Digita Home Accounts	24.99
• 50 Programme Hobbyte PD Greats Pack	39.99
• 20 Blank Discs + 80 Capacity LockableDisc Box	33.97
• Mouse Mat + Dust Cover	9.98
• 'Get the Most out of Your Amiga' book	9.95
• Microswitch Turbo Joystick	9.99
TOTAL VALUE	215.84
WITH AMIGA/CDTV	59.99
SEPARATELY	79.99

As above, but with:
- **Amos the Creator instead of Easy Amos**

WITH AMIGA/CDTV 69.99
SEPARATELY 89.99

NOTE: For both above packs, a second floppy or hard drive and a printer for listing are recommended, but not essential.

ARTISTS PACK

	VALUE/RRP
• Deluxe Paint III with animation (upgradeable to DP IV)	79.99
• Power 400dpi scanner with Powerscan professional s/w	99.99
• 10 disc Hobbyte PD Graphics Pack inc. clip art + utilities	39.99
• Cartoon Classics Games: OR	
Lemmings / Elf	25.99
Captain Planet / Puzznik	25.99
The Simpsons / Digita Home Accounts	24.99
• 50 Programme Hobbyte PD Greats Pack	39.99
• 20 Blank Discs + 80 Capacity LockableDisc Box	33.97
• Mouse Mat + Dust Cover	9.98
• 'Get the Most out of Your Amiga' book	9.95
• Microswitch Turbo Joystick	9.99
TOTAL VALUE	400.82
WITH AMIGA/CDTV	139.99
SEPARATELY	169.99

DTP PACK

ALL AS ARTIST'S PACK	400.82
PLUS: PAGESETTER II	99.99
TOTAL VALUE	499.81
WITH AMIGA/CDTV	189.99
SEPARATELY	219.99
OR: PRO PAGE 3	269.99
TOTAL VALUE	670.81
WITH AMIGA/CDTV	239.99
SEPARATELY	279.99

ACCESSORIES

Blitz virus protector + backup device for any external drive	23.99
A520 Modulator	26.99
A500 Deluxe control centre	44.99
Competition Pro Joystick	11.95
CDTV Keyboard	39.99

FLOPPY DRIVES

Zydec 3.5 external drive, daisychain + on/off	48.95
Cumana CAX 354 3.5 external drive, beige	52.99
CDTV external 3.5 drive, black,	49.99
PC 880B with anti click + Blitz back up and virus protector	67.95
PC 880B as above, Cyclone compatible	78.99
PC 880B with Blitz + X Copy	98.99
Dual drive as PC 880B	115.95

MONITORS/ACCESSORIES

CBM 1084SDI monitor + leads	194.99
Philips 8833 MK II monitor and leads	199.00
Tilt + swivel stand for Philips 8833	12.99
CBM 1960 High res monitor	379.99
Philips 7CM Hi-res SVGA .28dp inc. tilt & swivel	259.99
Microway Flicker Fixer	79.99

HARD DRIVES/CD

A570 for 500+/600	265.00
A570 with 2.04 for 1.3	265.00
A500 GVP 530 52 MB HD +68030 1MB exp. to 8MB	655.99
A500 GVP 530 120 MB HD +68030 1MB exp. to 8MB	844.95
A500 GVP 530 240 MB HD +68030 1MB exp. to 8MB	1038.95
A590 20MB HD	269.99
A500 GVPII 52MB HD, exp to 8MB	332.99
A500 GVPII 120MB HD, exp to 8MB	435.99
A1500/2000 GVP II controller, exp to 8MB + Quantum 52MB HD	264.99
A1500/2000 GVP II cont., exp to 8 MB + Quantum 120 MB HD	406.99
Per extra 2MB fitted to above	62.99

OLD AMIGA TRADE-IN

The best trade-in allowance, extra for peripherals and accessories. Trade in your old machine for a brand new A600/A1500/2000/3000, CDTV or even a PC.

SCANNERS

Naksha 400 dpi 32 greyscale + Datascan software	87.99
Power Hand Scanner, 400 dpi, 64 greyscale, Powerscan software	97.99
Power Colour Hand Scanner	235.95
Sharp JX100 A6 Scanner + scanlab s/w, up to 18 bit	595.95
Sharp JX-320 A4 Scanner + s/w, up to 24 bit	1729.00

EXPANSION/ACCELERATORS

A500 512K RAM exp + clock	19.90	CBM A501exp	29.00
1MB exp for A600	49.99	A500 + 1MB exp	28.99
KS1.3 or 2, ROM Sharer	39.90	A500+ switch 1MB exp.	37.99
GVP A500 accel.-see Hard Drives		Progressive 68040 A500	719.99
G Force 68030 25MHZ/1MB	589.00	Prog 68040 A1500/A3000	Phone
G Force 68030 50MHZ/4MB	1389.00	G Force 68030 25MHZ/1MB	589.00

1.3 TO PLUS UPGRADE

Chip fitting and board upgrade available, by our qualified engineers or DIY kit ....POA

EMULATION

KCS Powerboard	188.99	AT Bridgeboard for 1500	329.99
GVP 286 Emulator	216.99	XT Bridgeboard for 1500	99.00
AT Once	178.99	GVP 40/4 for 1500	945.99

DISCS

10 Blank DS/DD discs in box	6.99	50 Blank DS/DD discs	17.99
50 Blank DS/HD discs	27.99		

SOFTWARE

Games- tel for list **FROM 3.50** All latest games **30% OFF**

ALL SERIOUS TITLES BEST PRICES EG:

Caligari	175.00	DP IV	54.00
Pro Page 3	107.00	Pro Draw 2	79.99
Imagine	187.00	TV Paint	697.00

NO DEPOSIT CREDIT FACILITIES

Credit terms at 34.8% APR (variable) can be arranged for purchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sole traders and partnerships. Just telephone for written details and application form.

PRINTERS

	ALONE	WITH STARTER PACK		ALONE	WITH STARTER PACK
Citizen 120+D	108.99	ADD £12.99	Citizen Swift 24e	246.95	ADD £12.99
Star LC20	159.99		Citizen Swift 24e col*	266.95	
Star LC200 col	167.99		Star XB 24/200 col*	347.99	
Citizen Swift 9	168.99		Star XB 24/250 col*	416.99	
Star LC 24-20	178.99		HP Deskjet	325.99	
Star LC 24-200	216.99		HP Deskjet col	490.99	
Star LC 24-200 col	232.99		HP Paintjet	526.95	
Citizen 124D	176.99		BJ10ex Bubblejet port.	216.95	
Citizen 224	205.99		BJ 300	338.99	
Citizen 224+col*	218.99		Star SJ 48	208.99	

STARTER PACK: 500 Sheets A4 or continuous paper, Amiga to printer lead & Universal Printer Stand • with new driver

ORDERING:

TELESALES NO: (0727) 56005

Next day delivery for credit card orders placed before 4.30pm subject to availability. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to; Dept. Z, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG. Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however, we are sometimes forced to change them, either up or down. Please check before ordering. Additional services and different packages may be offered in our showrooms, and prices may vary from Mail Order prices. Personal callers are asked to quote this ad to ensure Mail Order packages are offered.

DELIVERY CHARGES:	UK MAINLAND (NOT HIGHLANDS)
Small consumables & software items	Despatched by post, please check charges when ordering
Other items, except lasers	Next day courier service, £10 per box
Offshore and Highlands	Please enquire

IN ADDITION WE OFFER THE FOLLOWING EXPRESS SERVICES:

Saturday deliveries	Normal rate plus £15 + VAT per box
Am next day	Normal rate plus £8 + VAT per box

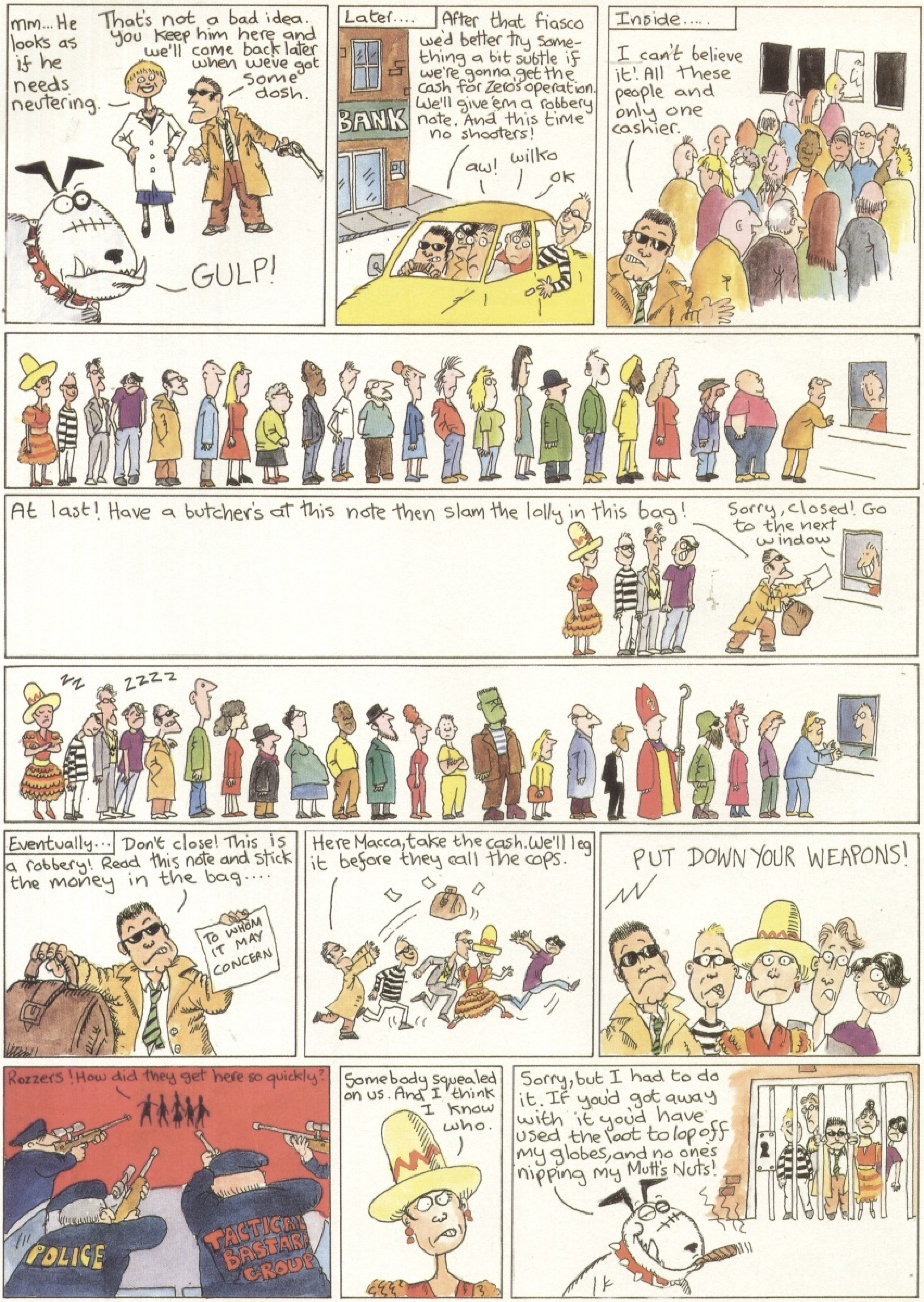
Amiga prices, except where stated are inc. VAT. E.&O.E.

• PHILIPS APPOINTED DEALER • HP AUTHORISED DEALER • CITIZEN DEALER PLUS •

TELE-ORDER (0727) 56005



SCRIPT by Ben Caudell ILLUSTRATIONS by Harry Venning


mm... He looks as if he needs neutering.
That's not a bad idea. You keep him here and we'll come back later when we've got some dosh.
GULP!
Later....
After that fiasco we'd better try something a bit subtle if we're gonna get the cash for Zero's operation. We'll give 'em a robbery note. And this time no shooters!
BANK
aw!
wilko
ok
Inside.....
I can't believe it! All these people and only one cashier.
At last! Have a butcher's at this note then slam the lolly in this bag!
Sorry, closed! Go to the next window
zz
zzzz
Eventually...
Don't close! This is a robbery! Read this note and stick the money in the bag....
TO WHOM IT MAY CONCERN
Here Macca, take the cash. We'll leg it before they call the cops.
PUT DOWN YOUR WEAPONS!
Rozzers! How did they get here so quickly?
POLICE
TACTICAL BASTARD GROUP
Somebody squealed on us. And I think I know who.
Sorry, but I had to do it. If you'd got away with it you'd have used the loot to lop off my globes, and no ones nipping my Mutt's Nuts!

Virgin is about to release that classy, classic game SPEEDBALL 2 for the fabby little Mega Drive. So why did we get that crappy, crabby reviewer DUNCAN MACDONALD to write about it for us?

Speedball 2 is one of those classic games that everyone has played on one computer format or another – and by everyone I mean even 'famous' people, like Betty Boo. Remember her? She once said this in an interview: "Well, I use my Atari ST for recording my songs most of the time, but occasionally I'll load up that *Speedball 2* thing." So that's famous (or ex-famous) person number one – Betty Boo. In fact the list of famous (and ex-famous) people who have played *Speedball 2* is endless. All that can be added is that the game is a phenomenon. But why should this be? And is this Mega Drive version any different? Time for a brief *Open University* discussion on the subject.

MEGA DRIVE

BBC2 Presents

THE OPEN UNIVERSITY.

E773: GAME DISSECTION AND ANALYSIS.

Bloke wearing brown nylon shirt: Hello, this is the first part of OU Module E773: Game Dissection And Analysis. In this opening programme of the series, we're going to be discussing the relative merits and demerits of certain console games. We're going to be asking ourselves: "Why does one idea work while another misses the mark by several miles?" Over to Jenny.

Woman wearing viscose sundress:Thanks, Bernard. Yes, it is indeed true that certain games capture the imagination while other games simply fail to deliver: but why – as has been said – should this be the case? Back to Bernard for the answer.

Bloke wearing brown nylon shirt: Thanks Jenny, but you really are putting me on the spot there. *(Scripted chuckles all round.)* Well, the first part of the equation to a successful game is user-involvement. If the player doesn't feel involved, the game will be replaced in its box, never to see the light of day again. But of course, involvement isn't all that's needed...

SPEED

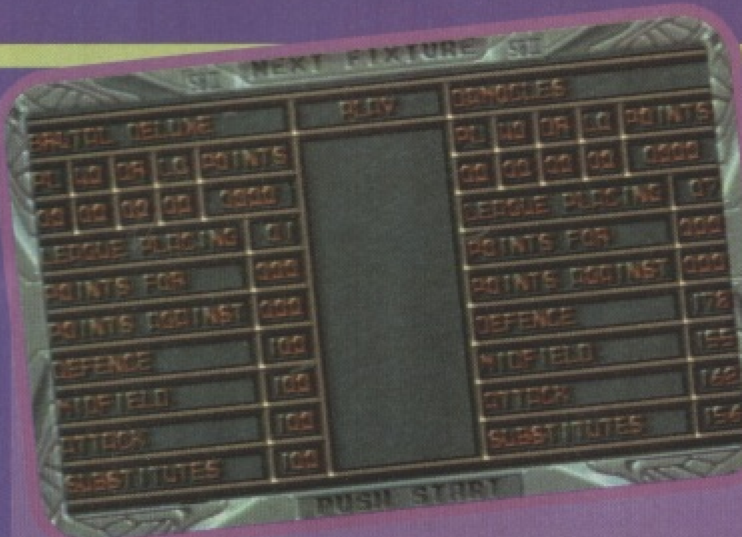
Woman wearing viscose sundress: Indeed no, Bernard – involvement is simply the first step in a complex mathematical function. The second part of the equation, following involvement, is action. They have to go together, to gel. Back to Bernard.

Bloke wearing brown nylon sshirt: Thanks, Jenny. It seems to be about time we looked at a game and put the first part of our involvement and action equation to the test. The game we're putting under the spotlight is called *Speedball 2*, from Virgin Games. Here, I'm slipping the cartridge into the Sega Mega Drive slot now. And now I'm plugging in one of the joypads. I'm turning the machine on... and now the television.

Woman wearing viscose sundress: Well Bernard, the opening screen looks promising. It's an illustrated story, explaining the history of a futuristic sport called Speedball. To read it, one would think, would be instantly involving. The games player is about to take part in an 'almost real' scenario.

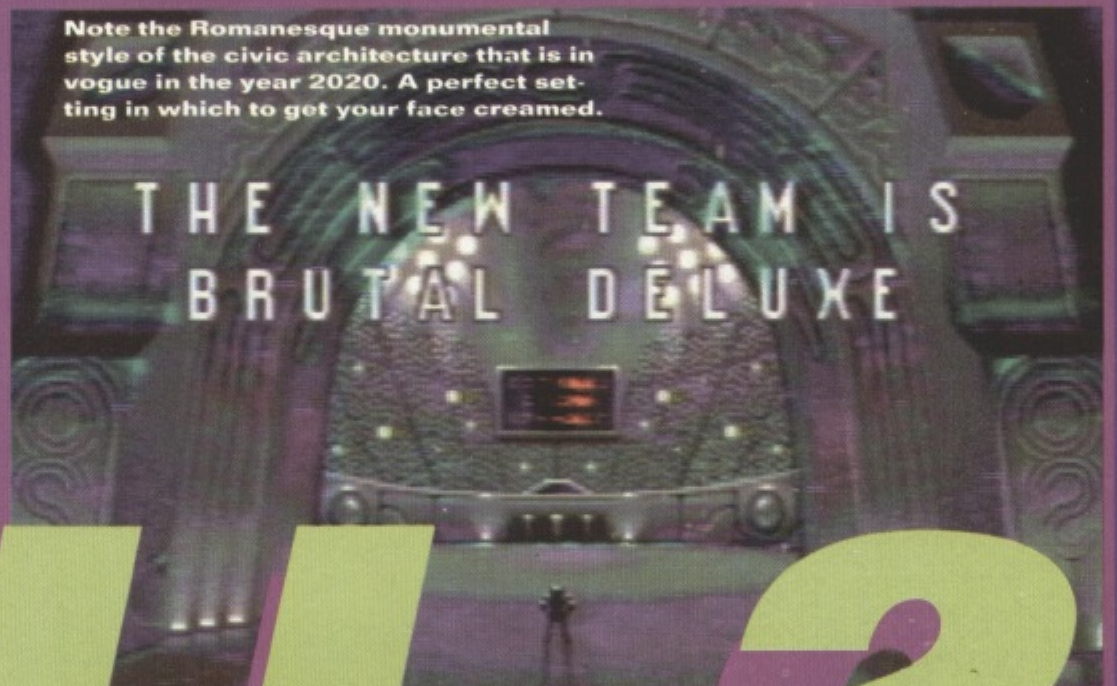
Bloke wearing brown nylon sshirt: Not so fast, Jenny... there's more to a game, as I think you know, than the introduction screen alone. I'll press the Start button to skip the rest of the story and move us into the player interaction stage.







I never touched him ref, honest! It was the Knee of God.



Note the Romanesque monumental style of the civic architecture that is in vogue in the year 2020. A perfect setting in which to get your face creamed.

Woman wearing viscose sundress: Well, this certainly looks involving, Bernard. Look at all those words and buttons and pictures and things. I expect this isn't the sort of game you can leap straight into. What on earth do you have to do? Could it be said that this game is actually too involving? Or am I wrong?

Bloke wearing brown nylon shirt: Don't worry, Jenny – it's not as complicated as it looks. This is the management section of the game, where the player can change his or her Speedball team at the flick of a few buttons. Team members can be swapped around. Brand new players can even be purchased for cash – if the player is wealthy enough and there happens to be a worthy Speedball star on the transfer market. You can go to the gym from here too.

BALL 2

Woman wearing viscose sundress: And this is the gym screen, I take it. Hmmm. Yes, I think I can see now what has to be done. There are several items with which your Speedball players can be equipped – some of which help with attack, some with defence and so on. (I expect large shoulder pads are very useful when barging into the other players, are they not, Bernard?) But I notice the letters I, G and T on the bank of buttons to the left. What are they for exactly? Do you know?

Bloke wearing brown nylon shirt: Well Jenny, let's say you wanted to equip your entire team with an item. Clicking on the 'T' button would mean that the next item you bought would to be given to every member of the team. If you only wanted your defence to be given the item in question, you'd click on the 'G' button. The 'I' button stands for Individual. You can fine-tune the skills of, say, your centre forward – you may, for instance, wish to spend some of your money on equipping him with as much on-pitch speed as is available, or aggression, or intelligence... whatever.







Woman wearing viscose sun-dress: Oh, I see. But where does all this money come from, Bernard? I don't expect that the game involvement would be sustained if you were given an infinite amount of funding. (After all, you'd be able to equip everyone in the team with 100% of everything, be unbeatable as a result, and the game would become unchallenging)...

Bloke wearing brown nylon shirt: You're right, Jenny – there isn't an infinite cache of money available. You begin with a modest amount, and from then on you have to earn it during the actual matches. I'll start a game rolling so you can see what I mean.



Bloke wearing brown nylon shirt: So you see, Jenny, those spinning silver disks are coins, and the other randomly-placed objects are 'power-ups' which help your team in many ways. During the course of a match you would ideally run over every coin you saw, meaning that by the end of the match you'd have quite a substantial amount of money with which to juggle. You could buy some 'wicked firepower'. You'd be a winner.
Woman wearing viscose sundress: Unless you hadn't scored any goals of course, Bernard. (Like you don't seem to be doing at the moment, if I may be so bold as to mention it.)
Bloke wearing brown nylon shirt: A valid point, Jennifer – especially as I've opted for the Knockout Game, where one defeat means I'll go no further and my cup-winning chances are over. If I'd gone for the League option, it wouldn't have been so bad – you can 'come back', as I believe they say. You can claw your way back up the division placings to overall victory when playing matches in the League. As it is, I fear you are correct – I do indeed appear to have lost.
Woman wearing viscose sundress: Can I have a go?
Bloke wearing brown nylon shirt: Certainly you can, Jennifer. In fact you can play me, as soon as I've plugged in the other joypad. This is the 'head-to-head' option, favoured by most games players as the ultimate way to play any console title.
(The game commences, with Bernard taking an early lead...)
Woman wearing viscose sundress: Why did you throw the ball at those five stars at the side of the pitch, which then lit up? And why did you throw the ball at that thing sticking out of the ground in front of my goal area? I don't understand...

Bloke wearing brown nylon shirt: The main goals at either end are not the only scoring receptacles, Jenny – the things sticking out of the ground yield points too, if hit with the ball. And as for the stars at the side of the pitch, well, they multiply the points you receive when you do actually score a goal.
Woman wearing viscose sundress: Which is why you got 50 points for your last goal, while mine only yielded 10?

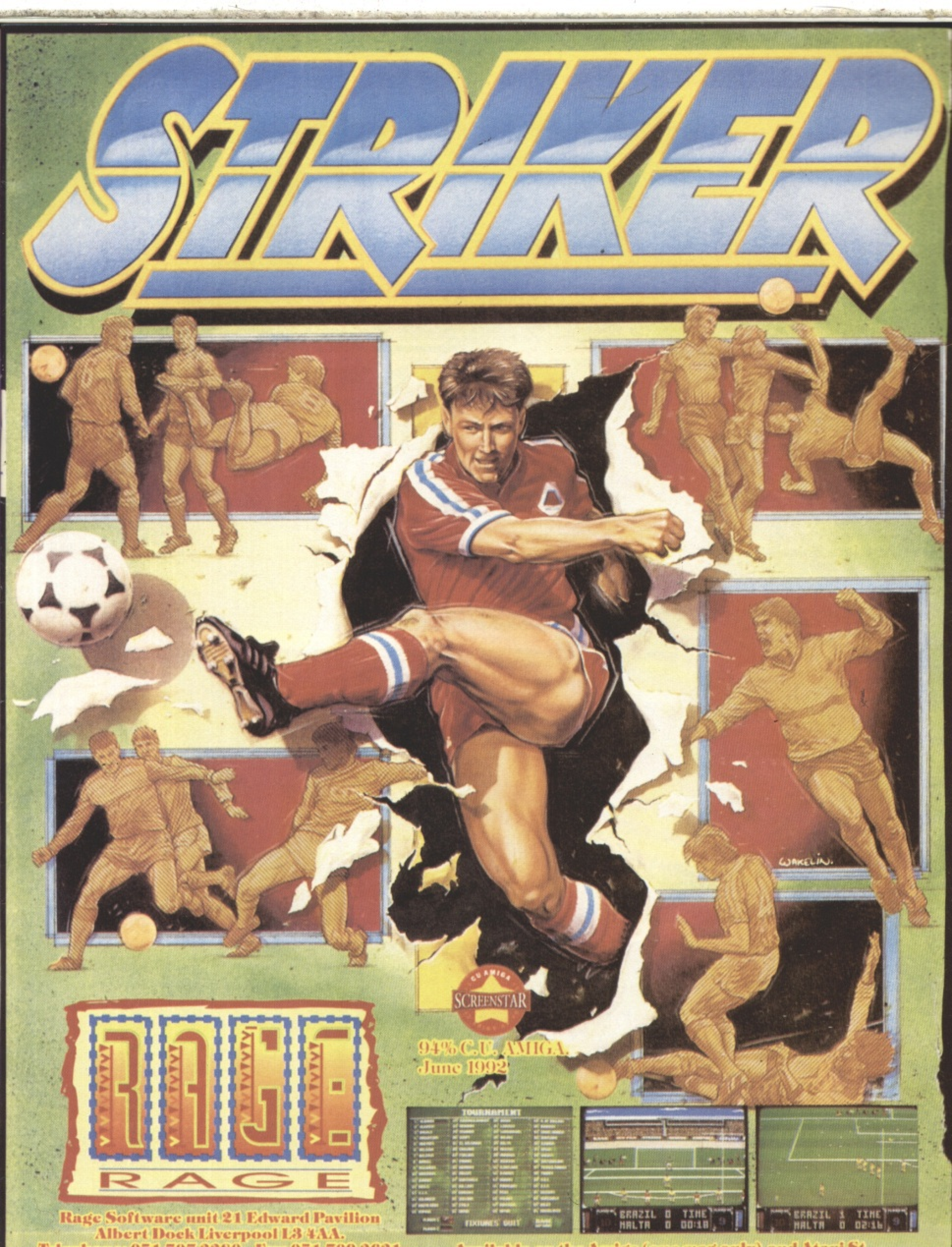

It's not the winning that counts its the keeping all your teeth.

Bloke wearing brown nylon shirt: Exactly. And look at all the money I've picked up – I'll be thrashing you in the next game too, once I've purchased some mega hardware for my team.
Woman wearing viscose sundress: Yes, but I shan't be playing again for a while Bernard, because my thumb is aching so much from controlling this joypad. I really need a rest.
Bloke wearing brown nylon shirt: I agree, Jenny. This *Speedball* game is incredibly tough on the thumbs, especially when you're playing down the pitch.
Woman wearing viscose sundress: But as for involvement and action, Bernard, I'd say that it passes the 'successful game equation' with flying colours. It's as Involved or as transitory as you want it to be, with Action all the way. We can express it this way: I/T*A = Top Marks.
Bloke wearing brown nylon shirt: Yes, that's the equation. Now let's go to Milletts and buy some more nylon clothes.
Woman wearing viscose sundress: Yes. I need a pair of white nylon Hush Puppies. You need a beige nylon Starsky And Hutch cardigan.
Then we can make love in studio three. *(Enough! Ed.)*





SPEEDBALL 2: out in late October from Virgin on Mega Drive, £tba



STRIKER
WAKELIN.
CU AMIGA
SCREENSTAR
94% C.U. AMIGA.
June 1992
RAGE
RAGE
TOURNAMENT
FIXTURES QUIT
BRAZIL 0 TIME
MALTA 0 00:18
BRAZIL 1 TIME
MALTA 0 02:16
Rage Software unit 21 Edward Pavilion
Albert Dock Liverpool L3 4AA.

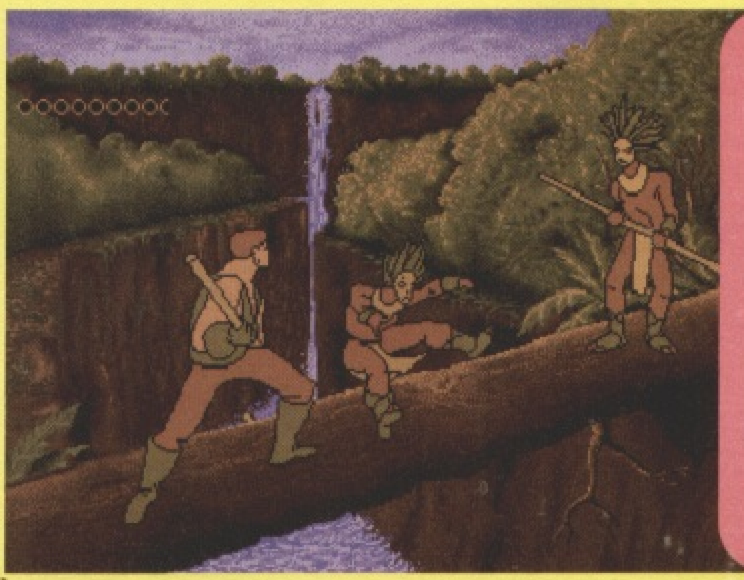
GUY SPY

Entertainment International's GUY SPY AND THE CRYSTALS OF ARMAGEDDON involves a mad Nazi scientist, and the pursuit of mystical, high-powered crystals by a van Damme-style muscle-hero. MICHAEL HORSHAM donned a holey green vest and 'checked it out'.



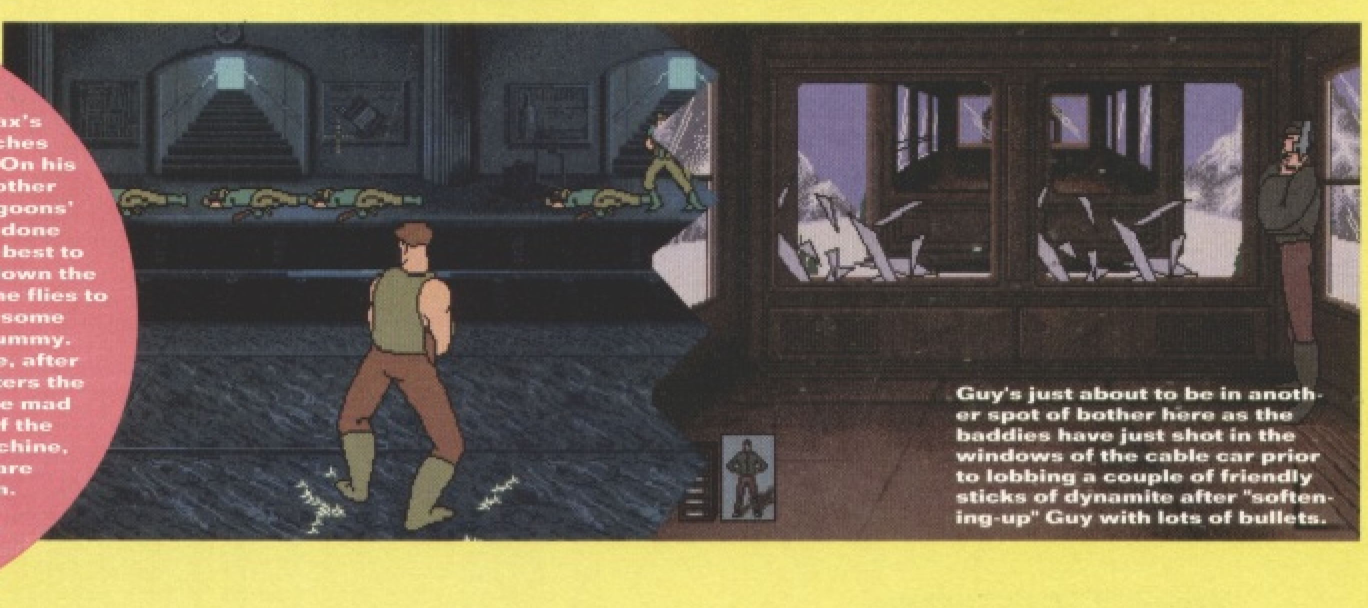
Guy Spy is a seductive little number spread across four disks for the Amiga which, graphically at least, owes a debt to the hoary and now creaking *Space Ace*. *Guy Spy* (he's a spying kinda guy) uses the same great cartoon-inspired graphics as *Space Ace*, but this time to vastly better effect.

The major complaint with *Space Ace*, if you recall, was that there was very little in the way of control over the bodily functions of your central character. So a game that could have been a bit of a stormer turned into a barely interactive shoot 'em up. Some have said that, with *Space Ace*, Readysoft sacrificed the more gamey bits for a good-looking animated adventure. A cosmetic exercise, some have said. Would it happen again?



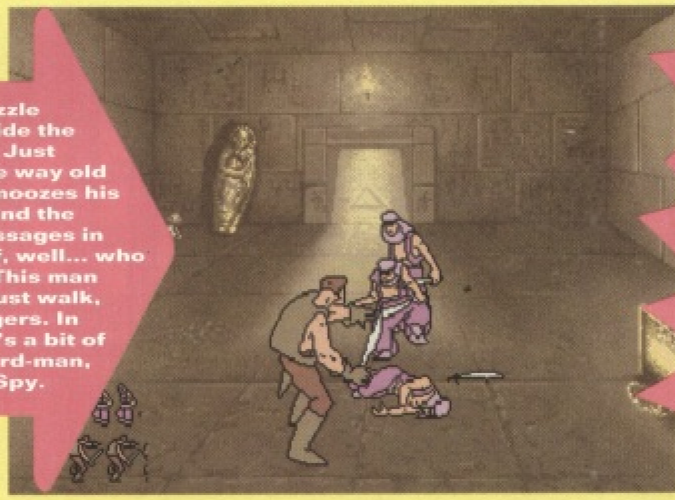
Guy's a bit of an hombre and, as a macho man, he enjoys a fair amount of fisticuffs. He doesn't mind using a gun, but hey – he'd rather 'have it out' using bits of wood, a bow and arrow or (the last refuge of a true man) his fists. Guy is such a spam-headed bruiser with a dodgy sense of honour, that at one point he actually throws away his gun just before mad Max comes at him with a knife. "Plonker!" I cried. He should have kept the gun and shot the bast.

The adventure starts on a train station in Berlin where, having despatched several of Von Max's 'goons' to early graves, he catches the train to the cable car station. On his way up the mountain he has another gunfight with some pistol-totin' 'goons' in the cable car in front. Having done that he meets Olga, who does her best to delay him, and from there he skis down the mountain avoiding grenades. Then he flies to the desert to solve a maze, fight some arabs and battle with a raging mummy. Next it's the deepest jungle where, after killing several natives, he encounters the temple of doom. Inside the temple mad Von Max has built his version of the world-dominating doomsday machine, powered by the crystals that are at the root of all this mayhem. Also in there is his lovely contact who was captured in the bar fight I forgot to mention.



Guy's just about to be in another spot of bother here as the baddies have just shot in the windows of the cable car prior to lobbing a couple of friendly sticks of dynamite after "softening-up" Guy with lots of bullets.





In the puzzle maze inside the pyramid. Just watch the way old Guy schmoozes his way around the dusty passages in search of, well... who knows? This man doesn't just walk, he swaggers. In short, he's a bit of a lairy hard-man, our Guy Spy.

Screens are kept simple in terms of ammo-graphs and lives left, with just the state of the current ammo clip (if you're using a gun, of course) and the state of health of you and your opponent, be they sword-wielding arab, crazed egyptian mummy, or, ultimately a mad nazi scientist by ze name off Von Max – read his name and quail in terror.



The animation is by Rui Albino (fair enough!) and it's fab in a very Don Bluthy sort of way. Crisp lines, good characterisation and all those truly atmospheric inbetweeny scene-setting shots make *Guy Spy* a real joy to behold.

Only the slightly sluggish responses of our man Guy to joystick commands made me think "preferably PC rather than Amiga". But that's a small gripe – once you're used to the pace of the thing you're in there, my son



Along with the outstanding graphic quality, *Guy Spy* is just chocka with great sound samples, from screams of death to arab grunts, machine gun fire to the clang of cold steel upon cold steel during the swordfights. This kind of sampled quality really adds to the atmosphere. Add to that the slap of horny pad on Guy's fair fizzog during the Olga battle and the whole thing's pretty convincing, actually.



It doesn't help, that on each level the joystick controls change their functions, but it's a case of 'horses for courses' really, as the range of tasks Guy has to perform need different skills. (Perhaps it's just a case of me getting set in my ways by the end of level one.) The other thing is, there are two women in the game and one is just a grotesque, violent, fat person (Olga) and the other is a helpless blonde who's just waiting to be rescued by our hero – not exactly positive stereotypes, are they?



On the whole, *Guy Spy* is a high-quality, graphically-sound and, for that matter, generally sound adventure, with many fist, pistol and swordfights sprinkled throughout. Plus there are some puzzly mazes to get through, as well as the episode with Olga. This, combined with three difficulty levels, means that the whole thing should take a while to get through, even if (or because) the controls take a while to become instinctive. Added to this, there's a tendency for a bit of unevenness, with some of the episodes seeming way more difficult than others. Still, that's just like real life really, I suppose.

Ultimately, *Guy Spy* is an adventure game that is worth pursuing through its various levels, if only for the great scene-setting and ingenious modes of death undergone by Guy the hero. Get used to the controls, persevere (you need to) and have a bit of fun defeating the Nazi hordes.

GUY SPY: Out now from Entertainment International on Amiga and ST, £29.99; and PC, £34.99

Graphics	Playability	Addictiveness	Sound	Overall
96	82	85	95	84

THE END





ESTEE

"The best things always come in threes," isn't that what they say? The Beverly Sisters, those little bones in your ear, the main British political parties... the list of fab threesomes goes on and on. Now you can add to that the trio of cutesy goblins starring in Coktel Vision's mouse-driven puzzle game, GOBLIIINS. MARTIIIN POND gave it the once-over on a nearby ST.



gobliiins

The plot- explained by Hercule Poirot's stupid younger brother, Barry...





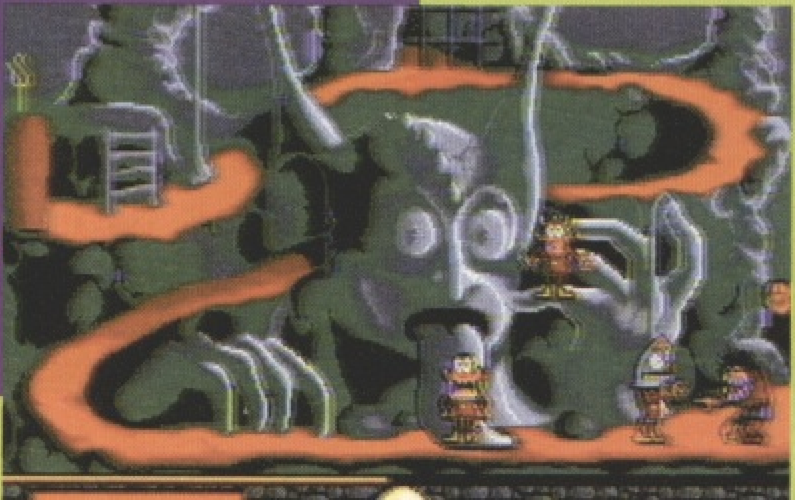
The game takes the form of 23 screens, each one a puzzle requiring the trio of Goblins to work as a team. You see our three heroes aren't over-endowed with skills, but what they *do* can be used to good effect.

Asgard is the butch one of the gang. Badly let down by the National Curriculum, he has GCSE's in hitting things, climbing ropes... and nowt else – not even RE.

Ignatius is a YTS magician with a basic grounding in sorcery. In the right situation he can summon a zombie, turn a pot-plant into a giant redwood or make balloon animals.

Oups is the 'techy' one of the group. Not only can this intellectual giant pick up and drop any objects he finds, but he can use them too. So, compared to the other Goblins, his CV looks as long as Leonardo Da Vinci's– he can try on a scary mask, play a flute and use a pickaxe. What an over-achiever!

The three goblins of the title have to find the ingredients for a medicine which will cure the king of his madness. Well, it says he's mad in the manual anyway, but I'm not so sure. Watch the introductory animation very carefully, where the king goes ga-ga at a banquet, and you might notice an inset picture (marked here with an asterisk) showing someone mucking about with a little voodoo dolly of his majesty. Now me and my mate Nobby reckon it's this and not some physiological brain imbalance that's making the poor old Monarch act like a total fruitcake. What do you think? (*Idiot. Ed.*)

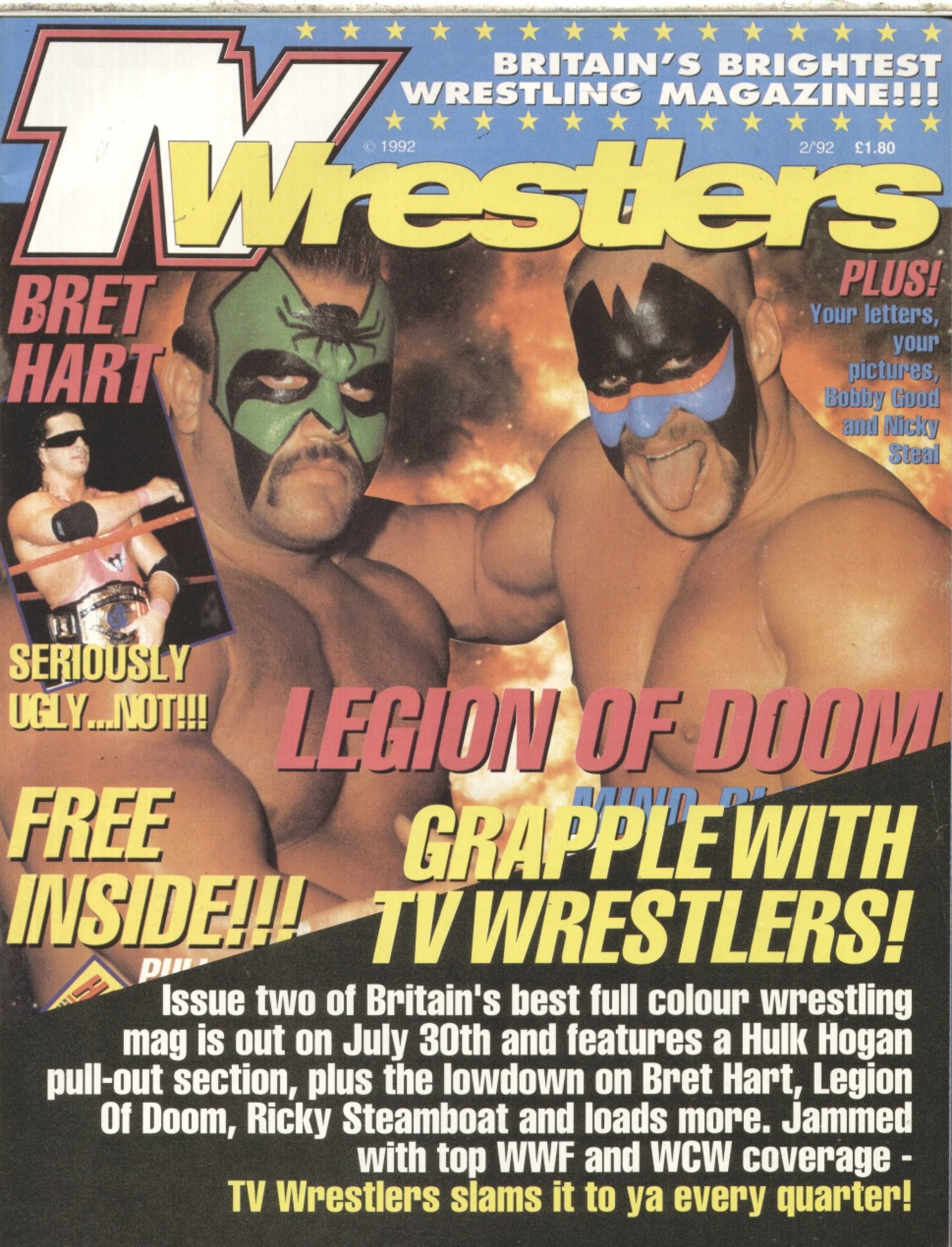


Many of the puzzles are really quite involved. You can interact with loads of stuff on the screen, although they often turn out to be naughty old red herrings. It's a bit like one of those old *Three Stooges* films, with loads of slapstick violence when the goblins inadvertently trigger one of the booby-traps, accompanied by much animated gnashing of teeth and tearing of hair on the part of the cutesy trio. Oups gets more feeling and expression into his 'opening a jar with a spider in it' sequence than Lord Olivier got into the entire "To be or not to be" speech from *Hamlet*. But the acid test is that when all the lateral thinking and trial and error pays off and you finally complete a screen, you can't help but feel like a swollen-headed, jumped-up, brainiac, smarty-pants, and hurry on to the next one.

Z

Graphics	Playability	Sound	Addictiveness	Overall
87	82	78	85	84

GOBLIIINS: Out now on Amiga, ST and PC from Coktel Vision/Dream Factory, £25.99.


BRITAIN'S BRIGHTEST WRESTLING MAGAZINE!!!
© 1992
2/'92 £1.80
TV Wrestlers
BRET HART
PLUS! Your letters, your pictures, Bobby Good and Nicky Steal
SERIOUSLY UGLY...NOT!!!
LEGION OF DOOM
FREE INSIDE!!!
GRAPPLE WITH TV WRESTLERS!
Issue two of Britain's best full colour wrestling mag is out on July 30th and features a Hulk Hogan pull-out section, plus the lowdown on Bret Hart, Legion Of Doom, Ricky Steamboat and loads more. Jammed with top WWF and WCW coverage -
TV Wrestlers slams it to ya every quarter!

Laura Bow

"A female psychopath!" screeched AMAYA LOPEZ. "At last – a game with a vicious, gun-totin', dagger-wielding mutha. Out of the way, boys – this one's my baby."

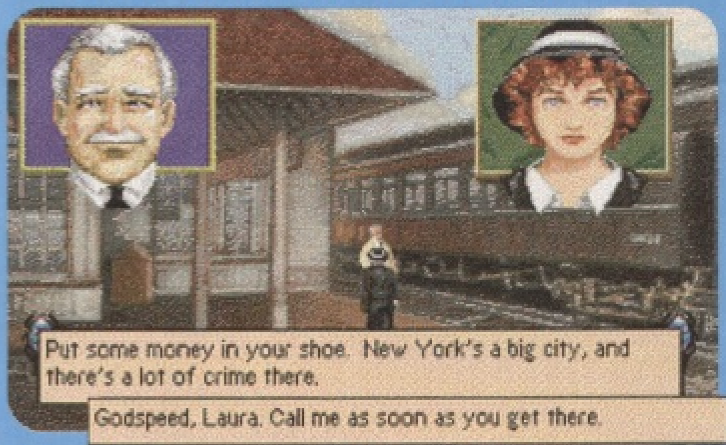

Laura Ingalls


Hercule Poirot


Dot Cotton

LITTLE DAGGER ON THE PRAIRIE

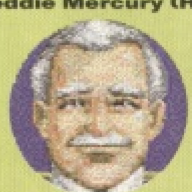
It took a while to hit home, but it wasn't long before I realised that our intrepid heroine was none other than Laura Ingalls of *Little House On The Prairie* fame. All that studying and praying had stood her in good stead for a bit of murder reporting in the Big Apple. It's 1926 and after an affectionate goodbye to her dad (Michael Landon) Laura takes the train to the big city...



Here her natural altruism shines through once again, when she stops to help a desperate homeless person. Empathy with needy individuals being her forte, Laura allows her suitcase and money to be half-inched and then heads for the *New York Tribune* office...



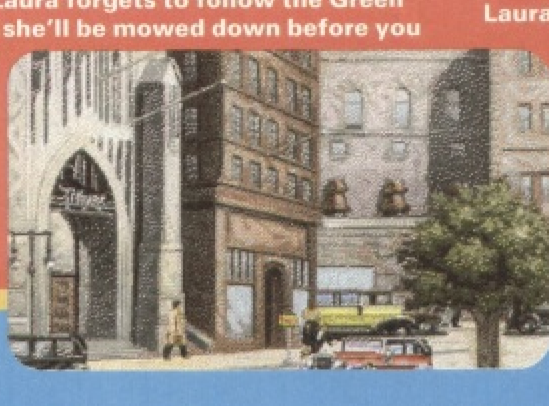

Freddie Mercury (RIP)


Michael Landon (RIP)


Richard Fairbrass

DO I HAVE TO BE A GIRL?

If you want to play Sierra's latest number then you've got no choice in the matter. Ha. Time you lot got a taste of your own medicine, I chortled, ripping open the packaging with glee. And those of you with cross-dressing fantasies are laughing. But even I objected to playing the role of such a prissy do-gooder – she won't drink, she won't steal and, horror of horrors, she's a veggie. In addition, if Laura forgets to follow the Green Cross Code, she'll be mowed down before you can profess your membership of the Tufty Club. This aspect of the game is particularly irritating as the minute you're run over, you've lost the game and if you were silly enough not to save before dabbling with traffic, you're forced to start from scratch. The first time this happened, I heard a funny squelching sound, saw Laura splayed in a most unladylike fashion on the pavement and was faintly amused. A few injuries later, I decided that this attempt at realism was going a teenie bit too far and even someone as dippy as Laura would know how to cross a road.





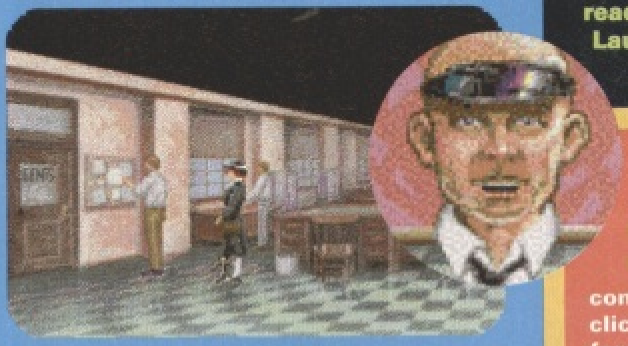
Laura's a gonner again – best not revive her.

LAURA BOW II: THE DAGGER OF AMON RA: Out now from Sierra on PC, £39.99

The dagger of Amon Ra

But that dastardly Michael Landon has pulled a few strings (in the name of the Lord, you understrand) and she's managed to get a job on the paper.

Laura's given the task of researching a mysterious burglary from the famous Leyendecker Museum which is inextricably linked with a cold-blooded killing aboard a ship...



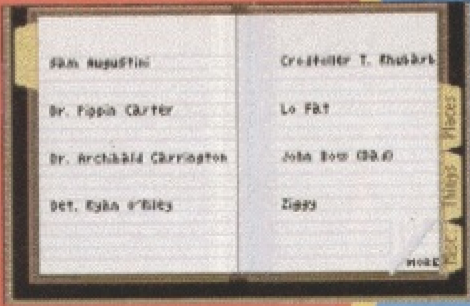
After a chat with a 'Trib' colleague, Laura finds herself out on her own with no more than a scruffy reporter's notebook as a companion. It can be murder being a girl.

EDUCATING RITA

Something I couldn't quite come to terms with were the heaps of gratuitous literary references sprinkled throughout the game. Such gems as lengthy Lewis Caroll quotations, references to Ernest Hemingway and didactic holier than thou phrases seemed totally out of context. Is this an attempt at a high brow computer game – or merely proof that game creators can read? Either way, it simply fuelled my hatred of Laura and my desire to subject her to yet more road treatment.

POINT AND CLICK

Sierra adventures have long favoured an icon-driven command system, meaning that little icons stand for all verbal commands. With the right mouse button you click through the command you want, an 'eye' for Examine, a hand for Pick Up, a crap stick man for Walk and then place your mouse in the area you want to do the action, click, and it's done. However, it's hard to avoid making comparisons with the King of adventure games, Lucasfilm, and Sierra's command system fails to come up trumps. It becomes rather trying to click through all the pictures until you find the right command, and as I have the patience of a rabid dog in the desert, I kept passing the one I needed and having to start again. In its favour, the game has a novel way of asking questions by opening Laura's reporter's notebook and clicking on the place, person or item you want information about. As you pick up new clues, these are automatically entered into the notebook, letting you quiz people on these too. However, it's frustrating that you can't always ask the questions you'd like to. Also, when you speak to someone, although the faces are nicely animated, the text boxes rather unfetchingly cover up most of the screen. Ho hum.



SOMETHING PEECEE

What's really impressive in *Laura Bow II* are the graphics. These are so fab you could eat your dinner off them, and the variety of locations is also smart. You get to visit a shady Chinese launderette, a police station, a dodgy flower shop and although most of the action takes place in a spooky museum, there's a plethora of different rooms to explore. Check out the pterodactyl room – it's fab.



(But then that's dinosaurs for you.) The graphics have been beautifully handpainted and digitised and really capture the 1920's Art Deco world, with all the characters wearing appropriate period costume. This, coupled with the jazzy Scott Joplinesque stereo soundtrack and the heady charleston made me bob around in my chair like a flapper. The animation is neat, with a lovely cartoon sequence and picturesque taxi journeys, although why Laura has to teeter around in stilletoes is beyond me. As for the puzzles, some are quite challenging, while others are simply frustrating as the game makes it hard for you to ask the right questions. Thankfully, there are various



solutions for each one and also several different endings to the game.

Laura Bow II is slightly disappointing – the graphics and sound have the making of a great game, but somehow the structure and playability (and the relentless moralising) make the whole thing fall short of the definitive adventure game. All the same, it's still worth a look.

Graphics	Playability	Addictiveness	Sound	Overall
91	83	84	90	84



The suspects gather but where's our Laura? Rooting out the non-alcoholic lager, that's where.

KRUSTY'S SUPER FUN HOUSE is a platform-based game from Acclaim featuring a lot of puzzles and a bit of rat-genocide. Reviewing the game was going to need a brilliant deductive mind and a strong stomach, so who better than MARTIN POND to do the job? [*Where do you want me to start? Ed.*]



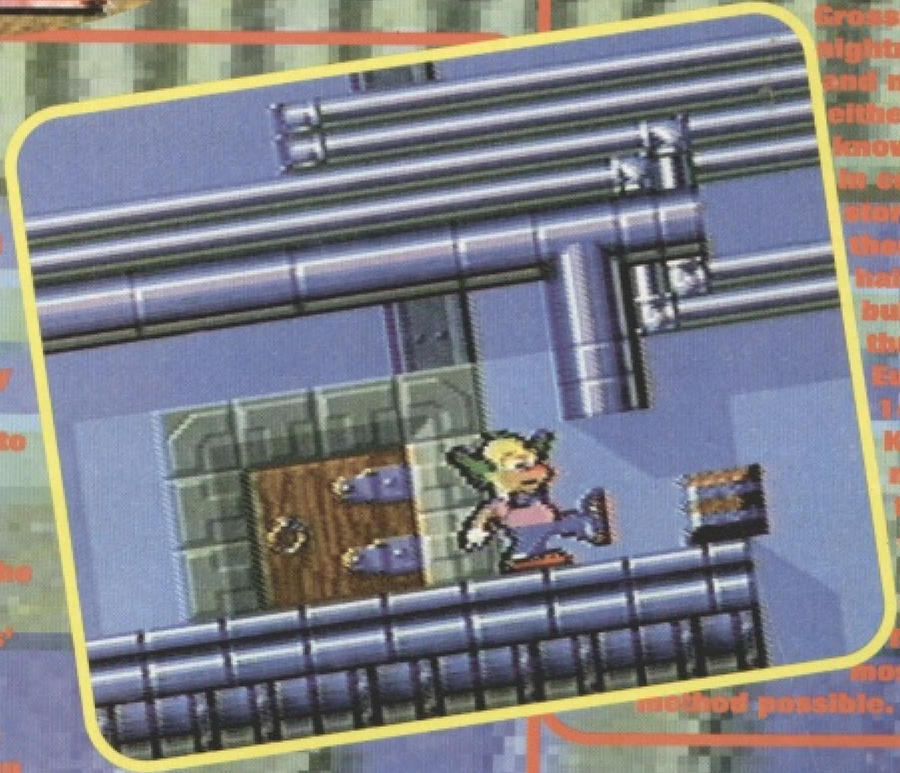
SUPER NES



the plot

Krusty returns home one day to find his pad has been overrun by rats. Like all decent folk, he loves God's creatures – but not these filthy, horrible vermin. Don't be taken in by their sparkly little eyes and their wibbly-wobbly whiskers – they're scum, man (just ask James Herbert). Most people rate them as second only to cockroaches and Lloyd Grossman on the list of nightmare house guests, and not without reason either. Rats have been known to attack babies in cots, deplete grain stores, tangle themselves up in your hair, and spread the bubonic plague through most of Europe during the 14th century.

Krusty, our red-nosed revolving-tied hero, has but one course of action available – to exterminate the furry swine by the most lurid and painful method possible.



There's something very sad about clowns, with their painted-on smiles, Terry Waite shoes and gags that make Norman Wisdom look like Clive Anderson. But that hasn't stopped Acclaim choosing one for the star of their new *Simpsons* licence, *Krusty's Super Fun Housee*.

If you're one of the lucky, lucky few blessed with a Sky telly dish, then you're probably no stranger to Krusty, a character who gets adopted by Bart as a sort of role model and style guru. You're probably also aware that behind the make-up and the laughs, Springfield's top-ranked childrens' entertainer is an all-too-human character – he smokes, drinks, phones sleazy sex-lines and has a pacemaker. He's a bit of a scumbag really, but Bart thinks he's fab anyway. Maybe if Ronald McDonald got tipsy at a nightclub sometime and ended up getting off with Mayor McCheese, then kids wouldn't find him such an uptight creep.

Most of Krusty's failings and more unsavoury habits are skimmed over in this game, though his penchant for squishing



krusty's super fun house

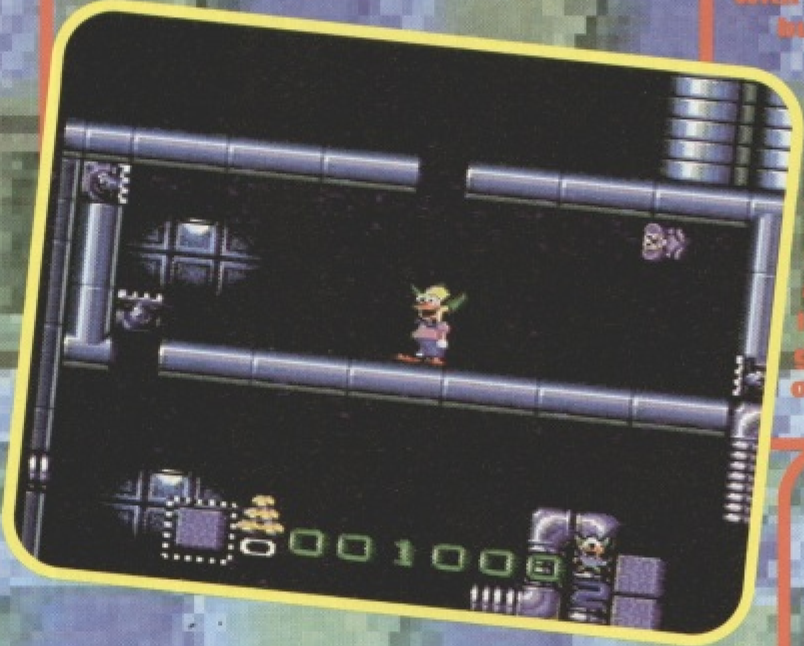


the traps

To despatch his unwanted visitors to rodent heaven, Krusty employs a number of crude but effective rat-traps. You can forget all that 'reasonable force' rubbish, there's only one language understood by these large relatives of mice. The hi-tech traps use lasers and steam hammers to execute the rats as spectacularly, inhumanely and as messily as possible. They are zealously manned by the likes of Bart, Homer and an easy-going liberal type who goes by the rather brutal name of Corporal

gameplay

To finish the game Krusty has to clear out his whole house, taking no prisoners. There are five levels to complete, each containing up to 14 sub-levels and a number of hidden bonus rooms. Luckily he's provided with a number of custard pies to defend himself with against the bunch of vermin-loving baddies he finds there. After all, you wouldn't want to face a laser-toting alien or a venomous snake without a couple of pastries to hand, would you? There are various items around which can be used to guide the rats towards a date with destiny. There are air vents which blow them along, pipes which suck them in, and crumbly floor sections which collapse when they're stood on, leaving a gaping hole. Some blocks can be kicked along, or picked up and stacked, providing the rats with stairs to reach a higher level. Furthermore, Krusty can use stacking boxes or springs to gain extra height when jumping, allowing him to reach otherwise inaccessible sections of his Fun House.





news summary

Though this game is quite good fun, it's not a great use of the *Simpsons* licence. It would have been just as much of a laugh without Bart et al, so *Simpsons* fans may be disappointed. The graphics are attractive, if a little simple, but the sounds are excruciating – the sort of music that makes you want to gnaw your feet off. Another less than wholly successful feature is that the display has no energy bar. The only way you can tell if Krusty is close to total exhaustion is that he hyperventilates and looks really sulky. In fact, all the info you're given is the number of lives remaining and a pie-meter to tell you how much ammo you have. A rat body-count would have been handy to let you know if a level had been completed. Still, the puzzly bits of the game are well done, and I liked the fact that you can pick up and stack objects. [*Mong Ed.*] Of course, if you work for Rentokil or live in Hamelin and play the pipe you'll probably think the whole game's fab anyway.

KRUSTY'S SUPER FUN HOUSE: out now from Acclaim on SNES, £44.99; and from Flying Edge on Mega Drive , £39.99

GRAPHICS 85
PLAYABILITY 84
83
ADDICTIVENESS 83
SOUND 80

Z

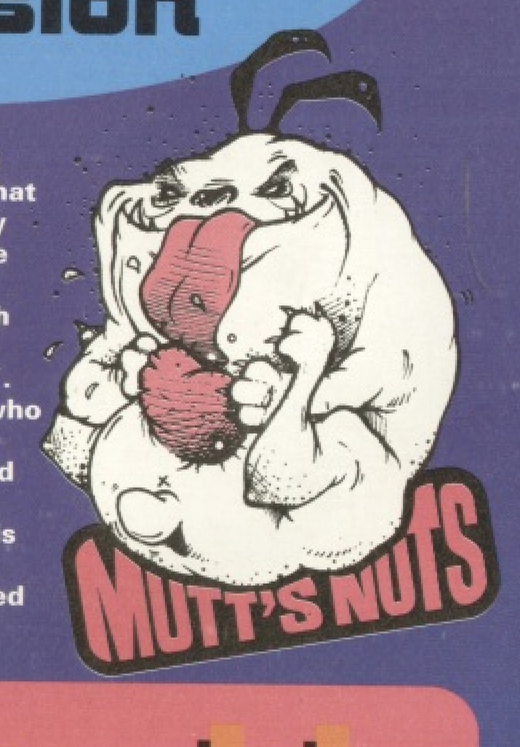
ZOOL

the ninja of the nth dimension

Gremlin's new platformy arcade romp stars Zool, an adorable ninja hailing from the Nth dimension. MARTIN POND has never been to the Nth dimension but did once took a vacation job with a Ninja Death Squad. Even though his duties had less to do with moving as silently as the cat and being as deadly as the dragon, and more to do with making tea, we though we'd let him review it anyway.

AMIGA

"Slightly Round With No Trouser Parts." That was the original pithy description which the marketing bods at Gremlin came up with for Zool, before they settled on "The Ninja Of The Nth Dimension". No doubt they decided that a leading sprite who wasn't anatomically correct was actually no real selling point. Still, he may be as clean and smooth as an Action Man, 'down there', but he's fully functional everywhere else (which is just as well, since his mission takes him through seven different worlds, each crammed with puzzles, hidden rooms and baddies).



NINJA MAGIC

Zool also has a selection of spells up his close-fitting black sleeves. He can cast these to help him out of a tight corner. You only get a limited number, but there are spares to be found lying around and you can save them up for a rainy day. They include not only the around, providing double the firepower. Apparently Gremlin have spared no expense working out all the fine details to this particular power-up, hiring a genuine Tibetan monk as philosophical adviser. So when they say this temporary twin is the Ying to Zool's Yang, you know

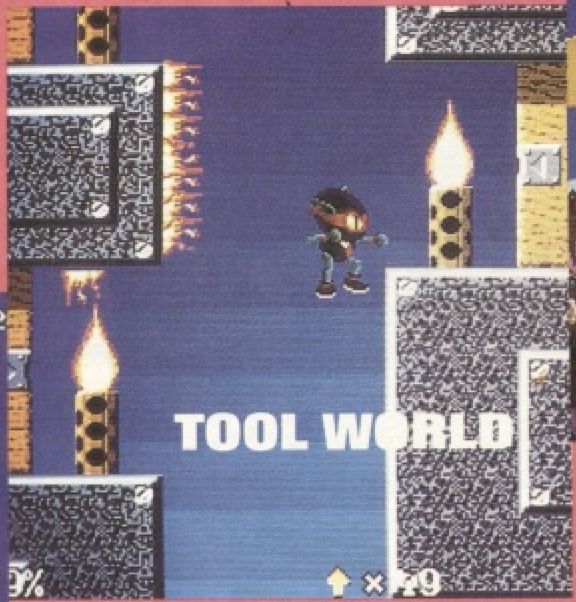
the 7 worlds

obligatory high-jump, shields and smart bomb, but also a dead handy 'body double' who appears and follows him it's not just hot air. Think of him as the Richard to Zool's Judy, however, and you'd probably be nearer the mark.

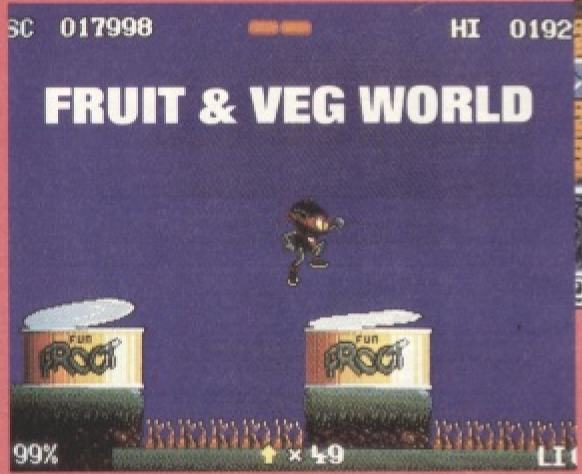
The worlds pencilled in on Zool's itinerary include the following:



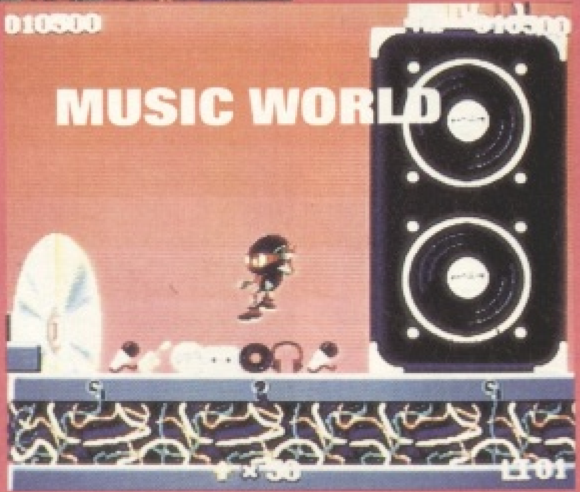
This one looks scrummy, doesn't it? Dolly mixtures, Allsorts and Smarties everywhere – icky sweet tuck as far as the eye can see. But beware – dental decay is not the only danger in this land of confectionery. Imagine if Bertie Bassett set up a satanic death cult and you'd have a fair idea of what to expect by way of a welcome in this diabetic's nightmare.



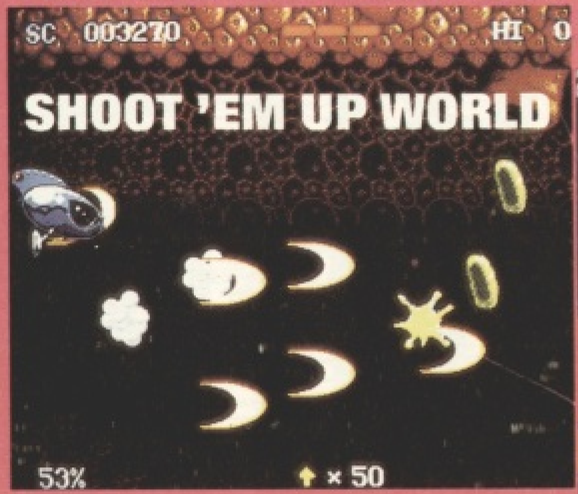
Power tools a-gogo in this world – enough to make even the hardest DIY enthusiasts go all soppy and dewy-eyed. It may look like the Black And Decker catalogue, but once again danger lurks everywhere. There are ball-bearings, conveyor belts and oil slicks lying around everywhere, along with wandering chainsaws and blowtorches. Nor can Zool afford to hang around in one spot for too long. Drill bits and saws keep popping out of the woodwork willy-nilly, ready to inflict one of those nasty accidents in the home. Makes your eyes water just thinking about it, doesn't it?



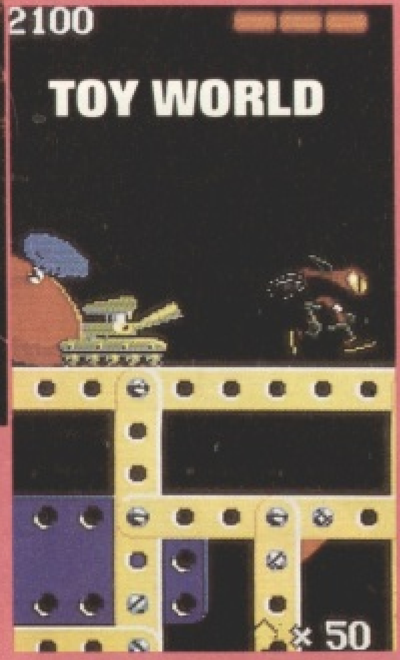
Full of Vitamin C, but highly dangerous all the same, the citizens of fruit 'n' veg world are rotten to the core. You're aided by half-open tins of fruit salad (you can use the lids as springboards) and squeezy-bottles of Jif lemon (which you can jump on to shoot a jet of acid at a foe). The opposition includes pomegranate volcanoes, exploding radishes and airborne legumes. The role of end of level boss falls to a digitised version of 'fruit and vegetable guru', Eastender Pete Beale. Spook! (*Are you sure you managed to play that far? Ed.*)



It's muso heaven this one – the drum solos go on for ever, and there are no old squares around to tell you to turn it all down. You can gain extra height to reach the tops of those enormous bass speakers by bouncing on a kettle drum or by riding the stream of notes blasting out from a trumpet. Alternatively you can just jam for a while by stomping all over the ivories in the enormous keyboard, or create your own scratch mix by running around on the record deck. You can dangle from some of the overhead wiring, but since our hero isn't properly earthed there's always the added danger of a nasty 'leccy shock. Other dangers in Music World include flying cymbals, a particularly stroppy stringed section and the ever-present risk of Milli Vanilli turning up uninvited and trying to bluff their way in.



Bit of a departure here. Zool clambers aboard his pan-dimensional Ford Escort to indulge in a spot of horizontally scrolling arcade action. It's totally not the the same as the other worlds, but pretty fab all the same.



AND ALSO...

The last two worlds you get to plunder for bonuses are Fun Fair World and Toy World. Sadly, Offal World – an eighth world in which you had to collect yummy sweetbreads while avoiding itinerant tripe – was apparently dropped after complaints from the Meat Marketing Board. What a downer. ONE MORE LINE

NINJA MOVES

Not only can our mysterious masked hero run, climb walls and hang from the ceiling, but he can kick, punch and chuck a mean shuriken. His party piece, however, is when he whips out a naked blade and pirouettes around like a regular Moulinex – chopping, kneading and dicing as he goes. All in all he has enough slick moves to make Bruce Lee look about as agile and deadly as Harold Bishop.

ZOOL: THE NINJA OF THE NTH DIMENSION: Out in August from Gremlin on Amiga and ST, £25.99. Nintendo versions to follow next year.

Well I never – *Zool*'s very fast, dead easy to pick up and totally, totally addictive. In fact it has a definite consoley feel to it – one might even say a certain hedgehoggy feel (if you get my drift). Though Gremlin would no doubt purport to not caring if Sonic were to end up as roadside pizza, the two games do have a similar atmosphere and that certain playable style. In fact, as well as gracing the Amiga and ST, there's a distinct possibilty of *Zool* eventually appearing on a console near you. You jammy swine, you.

Z

GRAPHICS 89
PLAYABILITY 93
ADDICTIVENESS 91
SOUND 85
93



GUNS N' ROSES LIVE IN BRITAIN

When Axl & co hit Wembley Stadium, chaos reigns supreme! This special full colour mag is jammed with all-new pics from the band's most recent London date, and also includes profiles of each band member and a revealing feature on Axl Rose's views on touring. There's also **TWO GIANT** free posters that'll blow yer mind!

BLASTING INTO A NEWSAGENTS' NEAR YOU ON JULY 30TH!

DAVID ROBINSON'S BASKETBALL

David Robinson is seven feet one inch of hugely-muscled athlete who earns millions of dollars a year. PATRICK MCCARTHY is four feet two inches of Chinese-style pork who's never earnt a penny in his life, but we gave him DRSCB to review anyway.

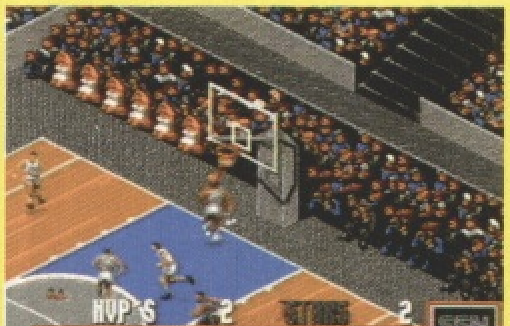


This in-game commentary stuff is supposed to add atmosphere. Why do they bother?

Recent basketball games to appear on the Mega Drive have included *Arch Rivals*, in which you play two-a-side and punch your opponents in the gob (it plays crappier than it sounds) and Jordan Versus Bird, which is basically a collection of naff sub-games that would bore the pants off anyone after five minutes. *David Robinson's Supreme Court Basketball* is an attempt to simulate a full version of the sport, rather than avoid it in favour of a few silly gimmicks. With *DRSCB*, it's just the name that's silly.

MEGA DRIVE

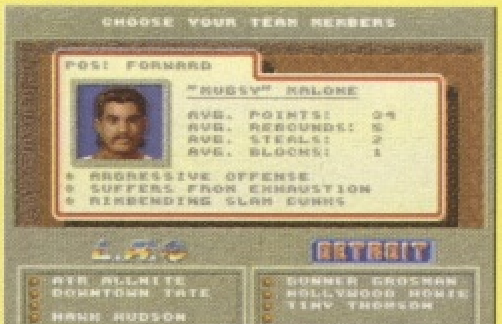
Apart from the usual sports game stuff like exhibition or tournament games, computer or human opponents and three levels of difficulty, you can go for the Role-Play (RP) option, where you only control one player and the computer handles all the others. So you can actually adopt the real-life approach to sporting endeavour and stand in a corner drinking beer while all those around you make fools of themselves.



Become MVP in Role-Play mode and you get to play in the All-Star game against Davey Robinson himself, and his lanky posse.

PICKING A TEAM

There are four teams in the game, each with their strengths and weaknesses. Once you've picked your team, you have to select individual players to draft into the team (in a rather cattle-markety kind of way which made me feel utterly cheap, actually). Ideally, these chaps should combat the weaknesses of the squad you've chosen, although I just went for all the ones with a hair lip. If you can't decide which of the numerous hunks of young, firm meat you want , you can always let the computer do it for you.



This is the player selection screen at the start of the game. The players' names are suitably ridiculous – would you pick someone called Air Allnite?

SUPREME COURT VERDICT

DRSCB has a multitude of options which should get you coming back to it. It can get a bit tricky to see what's going on when the action gets hectic around the basket, and the court view is a bit odd, but you get used to it. Personally I'd prefer to be able to choose who I'm passing to, rather than have the computer do so, but the gameplay is good and the sound is fine. You get nice trainer squeaks and stamping crowd noises and you can turn the in-game music off.

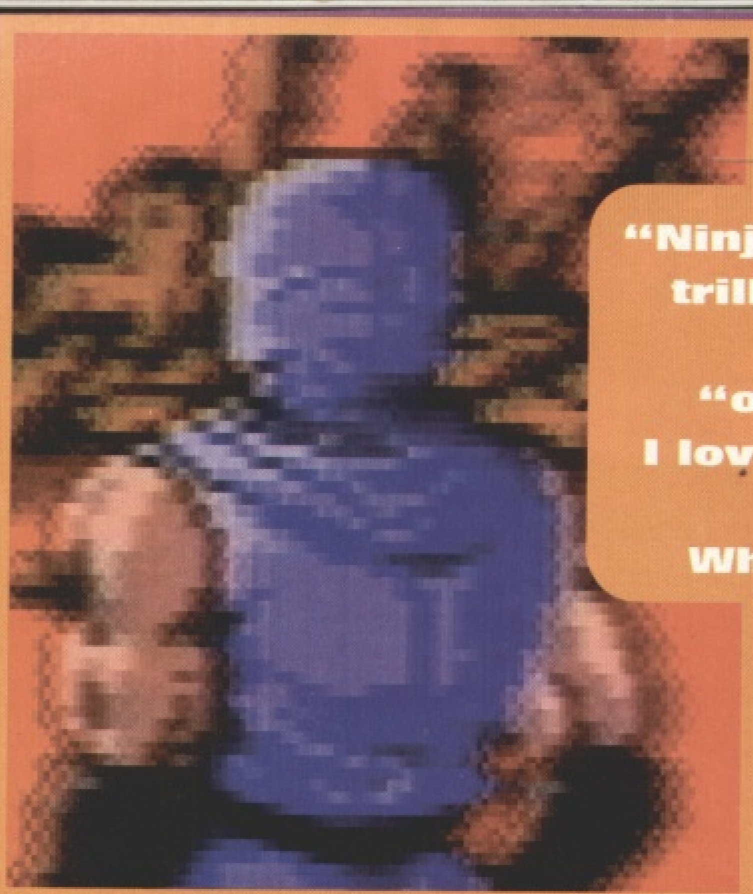
The RP mode works well, and adds an extra element, although it's rather easy to get into the MVP game. If you're going to buy a basketball game, it's worth trying to find an import copy of Bulls Versus Lakers and playing both before you decide, but this is far and away the best easily-available MD basketball game around.

DAVID ROBINSON'S SUPREME COURT BASKETBALL: out now on Mega Drive from Sega, £39.99

Graphics	85
Playability	83
Addictiveness	82
Sound	80
Overall	83

MASTER SYSTEM

ninja



"Ninja Garden?" trilled PATRICK MCCARTHY, "ooh, lovely – I love Japanese flowers." What a twerp.



Holidays in Hell

Hack-and-slash supremo Ryu Hayabusa, ninja megastar, fancying a bit of a holiday after his latest megadeath-dealing adventure, returns home to his village in the forest to find that his family and friends have all been rendered into expertly-sliced fillets, the sacred Bushido has been nicked and his much-prized collection of 1940s Matchbox lorries has been sprited away. Poor old Ryu. He doesn't have much luck really, does he? You'd think he'd have a hard job getting a family in the first place really, what with his reputation and the Japanese obsession with luck. He's so obviously a 'breedin Jonah' that any sensible family and village with an eye for survival would avoid him like the plague.



Ryu perfects his highwire act.

Acting classes

Let's examine your motives for the part of Ryu, almost as if you were at a Lee Strasbourg 'method acting' masterclass. We'll go through your traumas one at a time, shall we, and examine your character's emotions?

1 You can assume, I think, that his family are a bunch of idiots and therefore probably better off dead. Left to their own devices they'd only walk under a falling squirrel and die or something. So forget them. It doesn't bother you. But one of them had borrowed a pair of your shoes, and they're ruined. You're angry.

2 The Bushido is the source of all power *(I thought it was a small furry animal with very large eyes. EdE)* scroll actually, and in the wrong hands it can and probably will lead to the end of the world. The gangsters who have nicked it are generally considered to be 'the wrong hands'. Why is it so valuable? Because rolled up in the middle of it are pictures of Princess Diana naked. You're very angry.

3 The collection of Matchbox lorries are extremely valuable and difficult to replace. Perhaps they've scratched the paintwork on one of the Bedford vans, or bent the rear axle of the Guinness truck. You're very, very angry – on the verge of a warp spasm.

4 The village that has been wiped out was home to the Dragon Clan, who are all ninjas. They're all now dead, even though they supposedly had the power of the Bushido.

This raises three little doubts in your mind. Either:
1. The plot is illogical, which can't be right, or...
2. The Bushido is crap and doesn't work, so it's hardly worth saving, but if it does...
3. Do you really want to take on a mob who can wipe out an entire village of ninjas?

You decide not to bother – you can probably buy some more lorries somewhere. You telephone for a mini-cab and get the first train to Tokyo, where you buy a shiny suit and start a career in advertising.

Then you 'step outside the role' for a second, remember that you've just spent 30 quid on this game and might as well play it. So off you go.



Directions

Yes, young man, I can tell you how to get to the Castle Of Darkness. Unfortunately you'll have to fight your way through seven levels of impossibly impolite maniacs to get there, but basically you take the first right at the chip shop, go through your local forest, right over the skyscrapers of Tokyo and on through the old streets of Osaka, then turn right up Mount Fuji to rescue a geisha who knows where the Bushido is, then right again at the traffic lights and across the ice floes to beat the Ice Ninja, left through the caves full of lava (and piles of bat poo) and finally up the road into the Castle Of Darkness to find the Sacred Scroll and defeat the Shogun of Darkness. Or you could get a number 8 bus from the depot.

gaiden

Hi-Ho, Hi-Ho

Still, it's too late now, and all that's left for Ryu to do is pack his sharpest sword, his pointiest shurikens and a flask of hot cocoa into a bag and hit the road through the forest, pruning the heads off any people foolish enough to doubt his masculinity. He's a proud man, Ryu.

Ha-HAAAAAAAAAAA!

Ryu is rather hot when it comes to the 'have at thee varlet' department. Apart from the usual sword-based decapitating and shuriken-dominated spiking-from-afar, he has a wealth of weapons to collect and use, all of which take different amounts from his combat points total.

1.NORMAL SHURIKEN
Shurikens that are normal. (You can't beat subtle humour.)

2.SUPER SHURIKEN
More damage, but costs 10 Combat Points per star

3.FOUR-WAY WHIRLWIND
Both sides, up and down. Costs 20 Combat Points per shot.

4.FIREBALLS
Four homing missiles that take out anything onscreen, but cost 40 Combat Points per shot.

5.DRAGONFIRE
Surrounds you and hurts anything you touch. They cost 50 Combat Points each (but hang the expense, I say).

Wazzocks

There's something nice and traditional about a ninja game – right back since the dawn of computing history there have always been ninja games. There was even one for the abacus. This one more or less sticks with the traditions. There are loads and loads of stupid enemies to hack and slash, some cleverer ones who dodge about and some stubborn ones you have to slash more often, the odd bast that is really quick and lots of bombs and traps to avoid, and of course, some mean end of level wazzocks. (*Is that a technical term? Ed.*) The graphics are pretty smart for a Master System game, and the animation and control over the main character are both very good. You can leap about from platform to platform with reckless abandon and there are loads of different special moves to help you in your task. This is to the Master System what *Revenge of Shinobi* is to the Mega Drive. I love it.

What'su Whatto In Ninja Gaiden

1. Scoru
2. Combattu Pointu Gauge-o: each special weapon uses up different amounts of this.
3. Rives Lemaining.
4. Timu Lemaining.
5. Weaponsu Indicato.
6. Lifu Gauge-o: Ryu.
7. Lifu Gauge-o: Enemy.





GRAPHICS 89	PLAYABILITY 89
ADDICTIVENESS 88	SOUND 75

90

NINJA GAIDEN:
Out now from Sega on Master System, £32.99



Negotiating the highly deadly Japanese tourists.

Wizkid



Wizkid going for a 'pea'.

Our pea-headed friend collects oodles of moolah under the shade of a very odd tree. Now he's off to do some shopping...



In keeping with his ability to commune with vegetables on a deep and meaningful level, we gave MICHAEL HORSHAM Sensible Software's vaguely vegetable WIZKID (he looks like a pea with lips) to review. We hoped that his veggy obsession would enable him to give a well-balanced onion... er, sorry... *opinion* of the game.

Mode Number 1: 'Head' Mode
Not particularly surprisingly, the 'Head' mode sees Wizkid as little more than a green, vegetable-like mobile head.

Mode Number 2: 'Body' Mode
In this mode Wizkid gets a body and is able to play games and levels which would be beyond him if he were just a head. Most of them involve walking around (which, as you well know needs legs). And a body to attach them to as well.

AMIGA

Wizkid, the hero of this multi-layered effort, has a bit of an odd family background. His dad is none other than Wizard, who inhabited Sensible Software's previous smasheroo, *Wizball*. Wizard's dalliance with the small pea-green, head/ball/vegetable pod-type object that zoomed around on that game has spawned Wizkid, also a small, green pea-ish thing, but with additional powers and a multi-levelled adventure to work his way through. *Wizkid* works as a sequel to *Wizball* and the idea is to rescue mum, dad and Nifta the cat from the evil Zark (who has kidnapped them and stuck 'em in a prison on an island).

Fans of *Wizball* will be pleased to know that there is much joystick-induced zooming around too – particularly in the different modes, which number all of two.

Wizkid is an alright kind of game if you like shoot 'em ups with a vaguely arcadey feel and bags of different screens and sub-games to keep you entertained. But, truth to tell, it didn't look as though the game was quite, well... *hard* enough to keep you enthralled right up to the point where you rescue your last kitten. Having said that, the game is highly playable and therefore addictive in a funny kind of way.

An initial complaint voiced by some players was that the screens in 'Head' mode are far too busy, but when playing the game it swiftly becomes clear that that's where some of the attraction of *Wizkid* lies. There's always something going on, and the animation and graphics are crisp and sharp.

Wizkid's vaguely rude antics often raise a titter or two, or even three. The whole thing makes for an absorbing and playable game.



"Eye eye, what's all this then?"



A veg shop boy if ever we saw one. (Sings) "Shopping....we're shopping."

GONE SHOPPIN'

Throughout the game, in various ways, Wizkid is encouraged to collect money to buy things in the shop which in turn help him to solve the various 'puzzles' he'll encounter. We call them 'puzzles' because, bizarrely, the screen gives you the solution (which takes a bit of the toil out of working out what to do).

WIZKID: Out in September from Sensible Software/ Ocean on Amiga and ST, price £29.99. PC to follow.

KILLING THINGS AND A-MOVIN' ON

The whole 'killing things' operation on this slickly wizzo *Wizkid* thang is done by nudging blocks, TV's, bags of nuts, bricks and assorted other things with the head in 'Head' mode. They then bounce and fly around the screen – when the screen is cleared of nasties, a 'golden shower' rains down upon your pea-like head and the money collected can go towards buying things from the shop. Oh, and at the end of each level a kitten appears – collect him and move on up towards your destination.

Sub-games are a big feature in the world of *Wizkid* and they include such delights as going to the toilet, a version of *Scrabble*™ (which isn't because it uses whole words) and an entertaining version of that old coin-op classic, *Asteroids*.

Graphics	Playability	Addictiveness	Sound	Overall
85	90	85	80	84

NIFTY TRICKS

Unlike the peas on your plate at teatime, Wizkid is able to perform some nifty tricks by acquiring a red nose, allowing him to juggle weapons. He can also get teeth which allow him to grasp any given block and then rather feebly attack any marauding butterflies or penguins or any of the other unnameable nasties which fly around the screen in formation and try to getcha.



O-O-O-O-Okay, International Rescue preparing for take-off... check mega *Addams Family* map... check one whole page of *Epic* tips... check part three of the biggest pull-out A–Z of cheats in the entire cosmiverse... check opening page of hot new hints for the latest games... check fuel level... elevate secret launchpad to ground level... we have ignition... and b-b-b-b-blast off!!

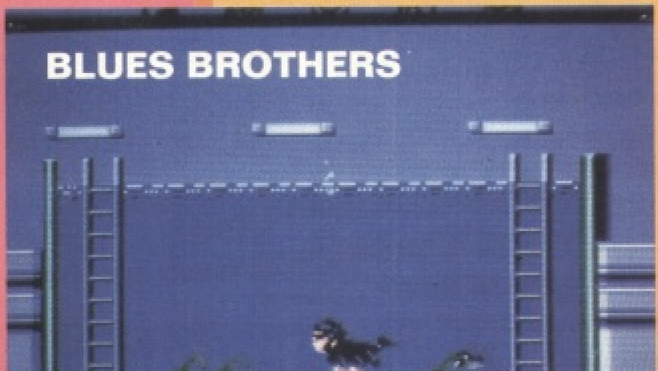
MAD OR WHAT

Mad Or What is a relatively newish column to the world of the ZERO tips page in which we print the slightly more unlikely tips we receive each month. It's called 'Mad or What', as it doesn't really matter if the cheat works or not. If it doesn't then we just conclude that whoever sent it in was mad and thus cunningly avoid any embarrassment.

JASON LEACH from READING is obviously mad because he claims that pressing P on *The Blues Brothers* advances you a level. Er, it doesn't, because I tried it.

Rumour has it that there is also a cheat for *Parasol Stars*. Apparently, first you should type in CYNIX on the title screen. After that, it's C – extra credit, T – end-stage, D – die, G – smart bomb, B – bonus, F keys – skip levels and 1-7 – skip stage. This also does not work, unless we are doing something wrong, but we doubt it.

Write in and let us know if we're Mad Or What!


BLUES BROTHERS

APIDYA

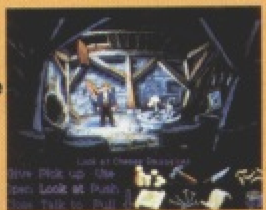
AMIGA

Our hearty thanks go out to Playbyte for letting us in on how to skip levels on their extremely fast, extremely colourful but extremely hard (unless you skip levels, that is) shoot 'em up of a few months back. The words you need to know are:
MISSHONEYBEE
DEPUTYOFLOVE
HASTALVISTA
SNEAKPREVIEW
Pick one, type it in on the title screen, and away you go.

MONKEY ISLAND 2

PEECEE

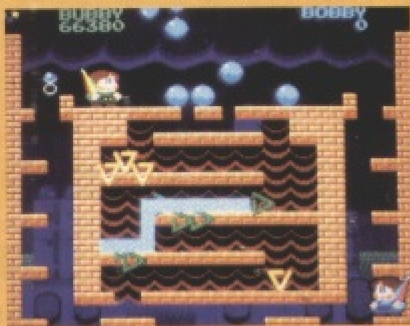
Proof that there is life in the Low Countries comes in the form of the mysterious 'THE HACKERS' from BELGIUM with a little tipette for *Monkey Island 2*. Apparently if you get stuck, all you gotta do is press ALT and W at the same and you'll be given some help. Simple, eh!



SUPER SPACE INVADERS

PEECEE

To prove even more conclusively that Stella Artois isn't the only good thing to come out of Belgium, those Flemish fellas 'THE HACKERS' have also sent in some handy advice for *Super Space Invaders*. Simply type KRIS on the option screen and you will then be able to change your level with F1.



PARASOL STARS

ESTEE
AMIGA

The third, and arguably the foremost, of Bub and Bob's adventures. Our heroes arrive face to face with killer pianos, pink elephants and a dinosaur with an entire island on its back, thus posing the inevitable question – what planet were the programmers on, and how can we get there? Anyway, the more experienced player may be interested to in the use of the Star Miracles. Collect three before arriving at Rainbow World for 100 credits, collect three on Rainbow World to get to the second secret world, and collect three on this to get to the third. Handy, eh?

International Rescue, ZERO, 19 Bolsover Street, London W1P 7HJ - that's the address to sent in any tips, big or small, console or computer (how about some more console stuff?) with prizes for EVERYTHING WE USE.
The bigger your tips, the bigger your prize.

THE BALANCE OF POWER

Good versus evil, The Hood versus Brains – this is The Balance of Power. If you're stuck in a game, write in to the despicably evil Hood (boo, hiss!) He'll pose the question to the goodie-goodie Brains. The bespectacled troubleshooter will be able to answer some of the questions, but it's up to you to write in with the answers to the snags he can't solve. We don't want The Hood to be able to get the better of Brains and take over the page now, do we? And besides, if your answer to a previously posed question is printed, you'll win a prize for being such a clearly helpful individual. So get to it!

Q1: Heh, heh, heh... are you ready to be stomped into the ground by the sheer weight of problems that my evil followers have sent in, you four-eyed fool? Take this one, from SIMON LAYFORD. Although the instructions claim it is possible, he has tried "absolutely everything" to get an extra life in *First Samurai*, but with less success than someone who has just failed their driving test for the 197th time. Any ideas, dome-head?

Q2: Pah! A lucky guess, but I bet you won't be able to answer this one, you stuttering sap. How, an anonymous *Robocop 3* player would like to know, do you beat Otimo The Robot Ninja?

Q3: A *Monkey Island* problemette now, from M TOOTH. How do you enter the Monkey Head?

Q4: "Has anyone got a cheat for *Thunderblade*?" asks a troubled S BRICKMAN. I haven't, and bet you haven't either, you speccy twat.

Q5: Oh yeah? So give PAUL HUGGARD a cheat for *Robocop 2* then.

Pah! Curses! Bother! Dash! Bugger! Blast and Damn! Well, get these then, windscreen-face!



Q6: "In Leisure Suit Larry 2, how do you pass the guy who slits your throat and pass the girl who serves the drinks near the end of the game?" (STEPHEN BATTEN.)

Q7: "On the third level of *Bloodwych*, do I need some sort of chrome or iron key to retrieve the dragon crystal (and if so, where is it?) I've killed the red floating monster, but cannot reach the blue button behind the silver gate. Help!" (RICHARD ISON.)

Q8: "In Virgin's *Vengeance Of Excalibur* (the follow-up to *Spirit*), could anyone fill me in on the whereabouts of the Ruby Dust? I've reached the City Of Brass, but I'm having severe lamp problems. And am I correct in thinking that a charm spell is what I need here, or should I do something else?" (TERRY 'THE' EDGE.)

Q9: "And how the smeg do you get through the maze on the Zeppelin in *The Last Crusade*? I can get pretty far, but then I'm stopped in my tracks (and beaten up) by a Nazi." (GREGG RINGER.)

A1: Y-Y-Y-Yes, I have actually. S-S-S-S-Simon obviously hasn't tried *absolutely* "absolutely everything". Recharging all the pots on each level, for example – he obviously hasn't t-t-t-t-tried that. If he had, he would have been g-given an extra l-l-l-l-life per level.

A2: L-L-L-L-L-L-LEE SALKELD knows the answer to that one, and who are you calling a s-s-s-s-sap? Change to Robo's view (with F1) once you've entered the w-w-w-warehouse. Punch the ninja as he jumps at you – he'll somersault backwards and draw his sword. In the meantime, you get out your gun (with Return), wait for him to enter your line of sight and blow the m-m-m-m-mutha away.

A3: S-S-S-S-Simple. Well, s-s-s-s-simple-ish. You need to give the monkey five bananas first – he'll follow you and keep it open. The first one is on the beach, the second and third in the bowl of fruit in the village – you need to knock the other two from the tree. To do this, walk to the top of the mountain near the River Fork. Push the rock at the top (oh dear), then pick up one from the heap to replace it (try falling off the cliff!), push the primitive art twice, and go push that rock again.

A4: That's where you're wrong, you c-c-c-c-c-cocky evil person, you. IAN FRANZEN just happened to send one in this month. When the title screen appears, type CRASH to enable the Undo key as a handy level-skipper. Your problems are solved, S., and as for you, Hood, your attempts to defeat me have once again been vanquished.

A5: Ea-Ea-Ea-Easy. Type SERIALINTERFACE when the intro music begins to play.

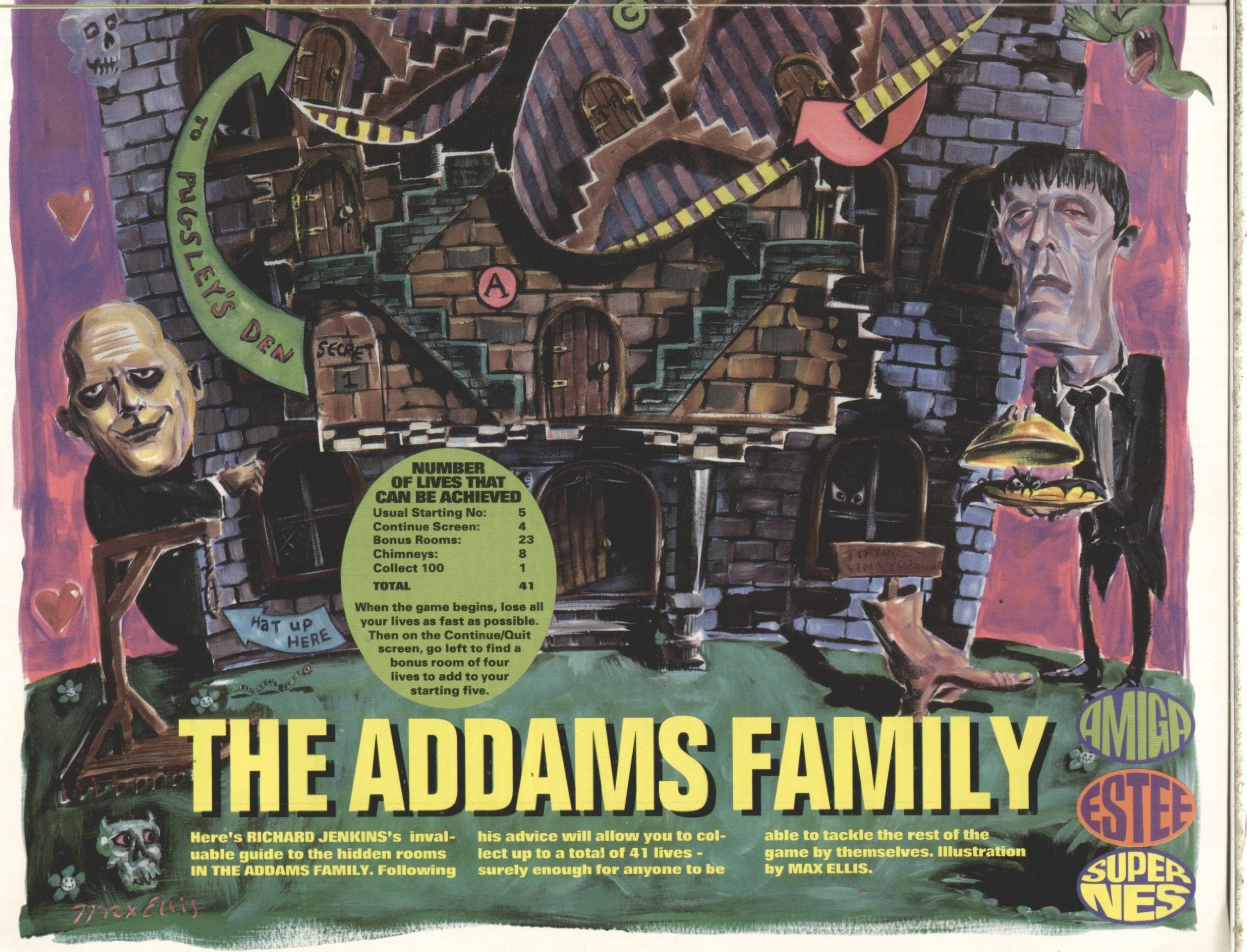


Absolutely n-n-n-n-no idea there, Hood. Looks like I'll have to throw that one open to the r-r-r-r-readers. D-Don't f-f-forget – you'll win a prize if your answer is printed!

THUNDERBIRDS IS NOW SHOWING ON BBC 2 FRIDAYS AT 6PM.

international rescue map





THE ADDAMS FAMILY

AMIGA
ESTEE
SUPER NES

Here's RICHARD JENKINS's invaluable guide to the hidden rooms IN THE ADDAMS FAMILY. Following his advice will allow you to collect up to a total of 41 lives - surely enough for anyone to be able to tackle the rest of the game by themselves. Illustration by MAX ELLIS.

NUMBER OF LIVES THAT CAN BE ACHIEVED

Usual Starting No:	5
Continue Screen:	4
Bonus Rooms:	23
Chimneys:	8
Collect 100	1
TOTAL	**41**

When the game begins, lose all your lives as fast as possible. Then on the Continue/Quit screen, go left to find a bonus room of four lives to add to your starting five.

epic

Surely one of Ocean's finest hours, this – a truly excellent game all round. Sun, surf, space, 3D filled graphics – what more could a man ask for? Perhaps some mission-accomplishing tips from JASON O'KEEFE and TIM MOGGERIDGE? Thanks (and a large prize) go out to them.



MISSION ONE: Minefield

Shoot the mines from close range with your lasers – you need to up your percentage to 100 while making your way to the planet, taking out the Rexxon on your way, doubling back on yourself if you exit the field too soon. Head for the planet as soon as 100 per cent is reached.

MISSION ONE: Tracking station

Fly towards the purple target dot to the top right – this is the generator. Shoot and destroy both parts of this, then retrace your steps to the tracking station (the purple dot towards the centre of the map).
Note: the generator creates a field around the station to protect it.

MISSION TWO: CPU/Space Port

Fly towards the centre of the map, then find the road system.
This is like the spokes of a wheel heading towards the hub. Follow one of the roads to its end (away from the hub) and destroy the large buildings there. Fly back to the hub and take the next road to the left, repeating the above process until 100 per cent is achieved – there are five spokes, but you don't need them all to reach maximum percentage.

MISSION TWO: Mining Complexes

The highest percentage of this mission is given for destroying the MCPs – tall octagonal buildings which turn black when destroyed (be sure to shoot the top section as well!) There should be three of these. To find them, follow the double road that runs around the complex (not the monorail). Also shoot the low octagonal buildings with what look like white flames above them. If desperate for the odd one per cent, take out a fighter or two.

MISSION THREE: Glory

This is the first *Epic* space battle. To complete this, you must shoot enough enemy ships to reach the magic 100 per cent. These are the ships with downward-pointing wings, blue canopies and orange guidelines. Look for larger ships (with 'necks') as these give a higher percentage. Help tends to direct you towards these. Attacking waves of enemies (as opposed to picking them out at random) is far more effective – to locate waves at a distance, look for orange dots (their afterburners).



MISSION FOUR: Magma Cannon

This mission requires you to head for the two black dots on the map near the top. Then press Help for a bearing (approx 210). Take this heading, at a low altitude, and destroy the cannon. Do not mistake steel-looking mountain tops for the gun, and ignore enemy fighters as time is precious.

MISSION FIVE: Galactic Storm

This is the next big battle, and once more you must score 100 per cent by shooting lots of enemy spacecraft. Again, go for the big ones, as time is tight, and follow the same call sign as for the 'Glory' mission.

MISSION SIX: Command Centre

The target is almost straight up the map. Use the Help key for a heading, and look for the purple dot on the radar which is your objective.

MISSION SEVEN: The Mother Of All Battles

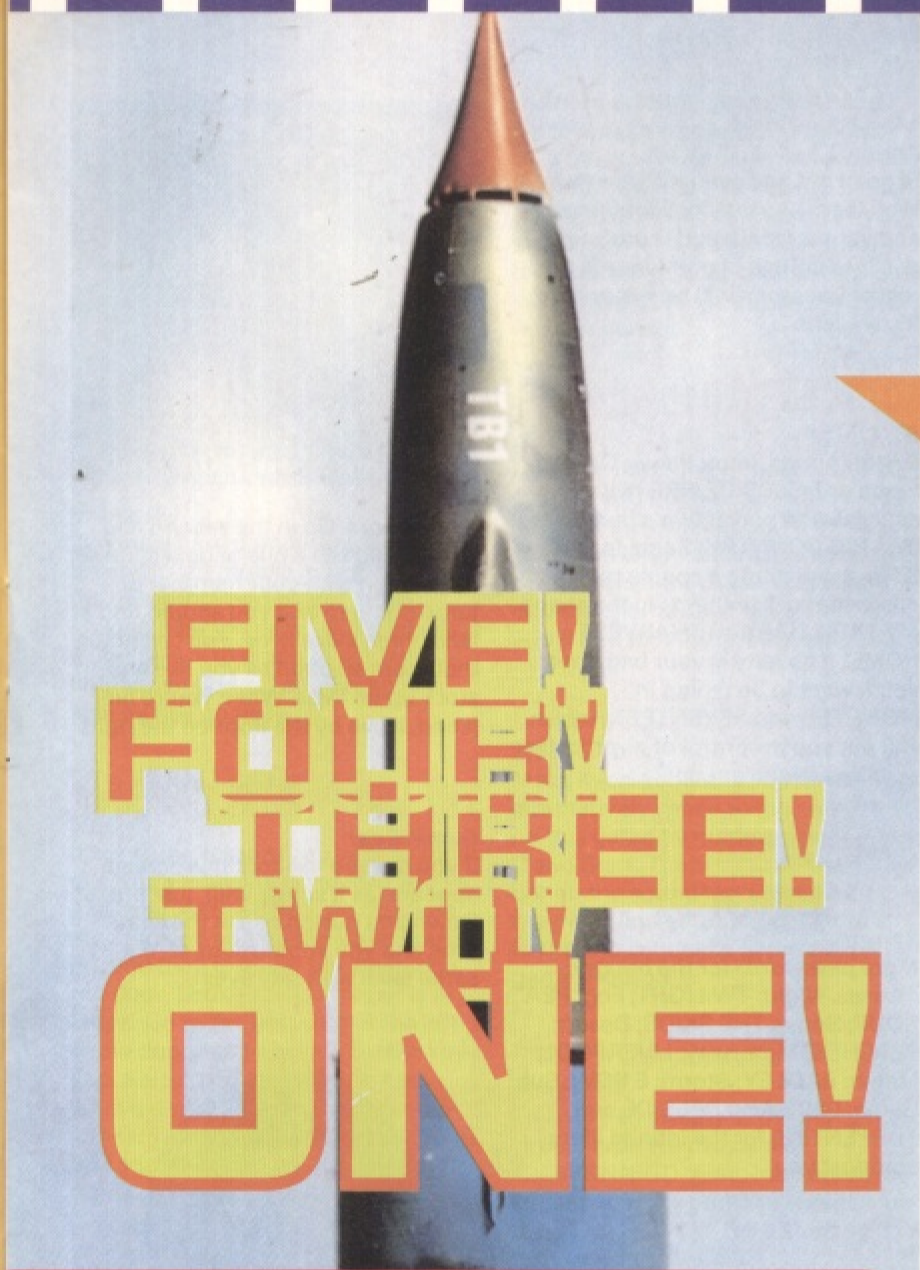
This is a lot easier than the other space battles, as there is plenty of time. Tactics should be the same as in all the others.

MISSION EIGHT: Command Ship

Fly to the large purple target that appears on the radar after taking the heading given by a swift press of the Help button. Use PHOTON 1 (self-targeting missiles) to shoot the ION VENT (small yellow box) above the afterburners. When this is hit, a message will appear to tell you to use the COBALT weapon. Fly away from the Mother Ship to a reasonable distance before firing the aforementioned COBALT weapon and running like something unprintable.

GENERAL TIPPERY

Fly low over planet surface.
Use lasers to destroy small enemy fighters.
Get as close a possible to all targets.
Use photon torpedoes to shoot large buildings.
Use torpedoes if you are running out of time in the minefield (Mission One).
Mission Seven is about the only mission to give enough time to go sight seeing.
And don't forget that you can re-fuel/re-arm by pressing ENTER on the numeric keypad.



PART 3 OF THE FIRST EVER MULTI-FORMAT A-Z OF TIPS!

Thundertips Booklet part three is go! It may not be in Supermarionation, but it's still the most comprehensive cheats booklet in the known galaxy. And it's just as F.A.B. as the series!



***L** is for Lost In Space: it happened to Alan in Thunderbird Five once!*

LAST DUEL
ST/Amiga

Start the game then pause with F9 and then hold Help and Left Shift and 1. Unpause and the function keys will take you through the levels while F8 gives you five lives.

LAST DUEL
PC

On the loading screen, tap fire to start and then type STRIDER as the cheat code. F10 will exit, F9 for the next level, F5 for five lives for player one, and then F7 to do the same for player two.

LAST NINJA
NES

Do you want invincibility? I said DO YOU WANT INVINCIBILITY? Well alright! All you have to do isgo to the password screen and use all H's, except for the fourth to last which should be Ø.

LAST NINJA III
Amiga

Put these level codes on the high score table: Level 1: SUSS; Level 2: IMED; Level 3: URTI; Level 4: BASD; Level 5: NOUS; Level 6: REOO.

LEANDER
Amiga/ST/PC

The entry codes for the second and third levels are ZXFT and LVFT, respectively. So there.

LEATHERNECK
ST/Amiga

While the game is running type CUTHBERTNECK followed by F3 for immunity from all attacks.

LED STORM
ST/Amiga

Type in DAVID BROADHURST WANTS TO CHEAT' for infy lives. On the Amiga, put an extra space between the second and third words.

LEGEND OF ZELDA
Game Boy

Enter your name as Zelda to access the harder second level. Plus on each level leave one enemy standing, then when you return to that screen that's all you'll face instead of the whole screenful. (You probably knew that already didn't you, Mr Smarty Trousers.)

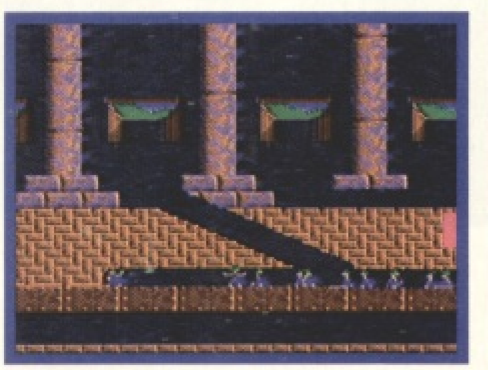
LEISURE SUIT LARRY 3
PC

When you're asked your age, enter OVER 25. When the next five questions appear, to verify your answer, press Cntrl-Alt-X and you can choose the filth level you want to play on.

LEMMINGS
Super Famicom

Lemmings lovers pay attention – passwords ahoy.

	FUN	TRICKY	TAXING	MAYHEM
11	MEDNOTO	EHRTARG	KIKENAN	AZEMOWO
12	TURVSUK	EZATTAY	VOKUTE	TNESRAP
13	ABNEGET	ADONATT	IEMOZII	UKAYHUD
14	EMATNIN	ADNEHIA	IHCOMIK	YEAGNAK
15	UKAYHAD	TAHUKAS	AHURAMJ	ATISAAH
16	RENGISE	IESONYA	KORNASR	OTOKONU
17	DONOJIA	LPOWTUO	UOZUOSN	OYKIISOF



LEMMINGS
Super NES

LEVEL	FUN	TRICKY	TAXING	MAYHEM
ONE	HCNUPOR	KORIHCI	URIHOAN	IHSOWUY
TWO	AOBYEKO	IHCAHOG	AKIKINEG	PNATTEP
THREE	TERUKAY	UKORADE	NAHCNAG	ANIIARA
FOUR	HADONUR	MUKASSI	ONAKASO	TTATAAG
FIVE	USIAZNO	AYSUUYN	OISNEDN	IJUKARA
SIX	SINEMAT	URIAGNU	ASURUSN	KATUOSI
SEVEN	URERUZU	KOABENA	NISUKAY	NIHSETI
EIGHT	KAHUKAK	HINEUON	INIAKES	USAGAKA
NINE	IEKOZIO	EUKUTAD	NUFOGET	NOHOYIA
TEN	SOUKANO	UUYSSIE	IURAARA	TUMENES



LIFE FORCE
NES
Got to move quickly on this one! As soon as the title screen appears, press the following: Up, Up, Down, Down, Left, Right, Left, Right, B, A.

LIFE FORCE
Master System
Grab yourself an extra life on level one by doing this. Just before the big brain there are two cell walls. Shoot through the second of these right at the top and that's when you get the extra life!



LIGHT CORRIDOR
Les Passwords, mes amis: 2602, 3305, 2008, 6811, 3212, 1015, 2819, 0622, 1825, 7328, 9932.

LINE OF FIRE
Amiga/ST
Wanna cheat? Type in OPERATION FERRET and go ahead.

LITTLE MARUKO CHAN'S EXCITING SHOPPING
Mega Drive
Sound test available here by pressing Up and A at the same time on the title screen.

LITTLE NINJA BROTHERS
NES
Use this password to enter at level 34 with lots of different things going on to boot:
44 (diamond shape)GXX(diamond shape)(triangle)KX54 2LFCB+JWR9(triangle)R2GS(triangle)N5Y 6W5YHR X.

You can also get to level 50 with this snappy little number: (triangle)KTPQQ HNDPPX(diamond shape)HPPB7P(diamond shape)NK(triangle)7NPNB(triangle)Z LPK(triangle)BSQQ.

LOAN RANGER
NES
A password to glean you an Area Select, $9,999, 10 sticks of TNT, 50 rounds of standard bullets and the thing that makes them worthwhile having – a gun. 0910-7830-3251-2 is all you need to do, leaving the rest of the spaces blank and using Up and Down to select your desired level.

LOCK 'N' CHASE
If you press A,A,B,B,A,B,B on the title screen, you stand an extremely good chance of starting on level 7–1.

LOGICAL
Amiga/ST
The last word in passwords. Try BAD DIRECTION, OTHER THINGS, A SIMPLE ON, SHE IS GONE, HER RAINBOW, DA DA DA, ITS LOGICAL.
If you want to get into the final construction kit, then type in THE FINAL CUT.



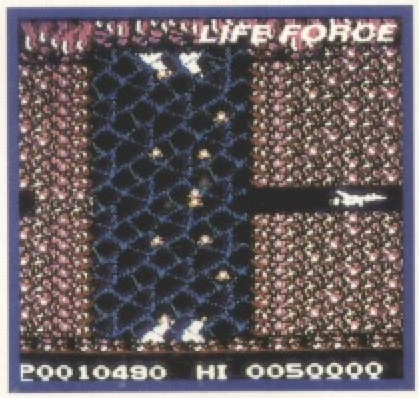
LOST PATROL
Amiga/ST
Fagged out and can't hack no more? Well then, just rest for 50 minutes and your strength and morale will rise by a couple of points while the rest of your men will be restored to 99 per cent.

LOTUS ESPRIT
ST/Amiga
On the Amiga, enter Player One's name as FIELDS OF FIRE (with spaces), and player two's handle as IN A BIG COUNTRY. Same for the ST, but substitute a couple more blistering rock anthems in the shape of ANGEL DARK and HARVEST HOME. If novelty is your bag, then you'll want to be typing in MONSTER and SEVENTEEN, which will put you in control of a vertically-scrolling shoot 'em up.

LOTUS TURBO CHALLENGE II
Amiga
More passwords for the hungry masses. Night: TWILIGHT; Fog: PEA SOUP; Snow: THE SKIDS; Desert: PEACHES; Motorway: LIVERPOOL; Marsh: BAGLEY; Storm: E BOW; Sub Game: DUX. Also DEESIDE and TURPENTINE for the infinite lifers amongst you.

LOW G MAN
NES
Codes a-gogo for you to try: M1CH, FLLF, SCRD, MP45, JPN1, 3100, HV10, LV12,5VLB, 386V, M952, 80MB, SON8, SGJK. Plus the ultimate simple code SHOT for bags and bags of stuff.

THE LUCKY DIME CAPER
Master System
On level two, when the lion leaps onto the platform, jump up into the air and then land on his head. Do it eight times and you are on to the next level. On level five, go past the level full of caskets until you come to



some doors. Go in the second and you should see a pile of boxes. Break them open with your hammer or jump on them and you should find at least three extra lives. You can enter that room as often as you like and stock up on lives. When you're finished, leave by the door on the right.

THE LUCKY DIME CAPER
Game Gear
If you die and the continue screen appears (as it surely will), just press Down and button one at the same time and you should start on the same level with infy lives!



M is for the Mole, the big, tank-tracked corkscrew which left Virgil feeling strangely confident and was 'a sight for sore eyes' for the crew of the Crablogger. M could also be for models, because, believe it or not, the whole series was made using models, except for some dodgy shots of real hands opening drawers and briefcases from time to time.

MAGIC GARDEN
Amiga/ST
Never, ever have more than nine items in your pocket at any one time. (And you'll do well to carry that piece of advice into everyday life.) In the shed there's a key hidden in the drawers. The second time you enter the old tree, you should find a heart. Use it, and more importantly make sure you use it behind the bird table to enable you to fly.

MAGIC POCKETS
ST/Amiga

When you've lost all your lives, simply keep your finger on fire and you'll start the game again, but with the score that you've already accrued. Useful really, because it means that you can build an enormous score up to the point where you become super-powered, ie 100,000 points.

MANCHESTER UNITED
Amiga/ST

Playing a hard computer team? Just press the left mouse button to turn the game into two player mode, making it far too easy. Alternatively, if you're sick to death of winning, hold down Control and Escape to lose by five goals to nil.

MANIAC MANSION
NES

If, for some reason, you wish to blow the entire mansion up before you've even started the game, do this. Into the mansion and up the stairs you go, and then through the steel security door. Look – the wallpaper is in strips. Go to the fifth strip at the left of the door and then look for the keypad. Select USE KEYPAD. When you've done that, a number screen appears along with some odder than odd sounds. Then it all blows up.

MARU'S MISSION
Game Boy

In order to obtain tons of bubbles, go to the first tree stump in the first stage. Shoot continuously at the stump and collect the myriad of bubbles which pop out.

MARVEL LAND
Mega Drive

To get to the end of the level, simply type TRIDENT on the password screen.

MASTER KARATEKA
Game Boy

Instructions in English if you have the honourable Japanese version. Up takes you into running mode or up a block in combat; Down puts you into fighting mode or down a block; Right takes you right; Left takes you, erm, left; B mid-kick; A mid-punch; B+Up is a high kick; B+Down is a low kick; A+Up is a high punch; A+Down is a low punch.



MAGICIAN LORD
Neo Geo

Dodging the living ghouls is as easy as pie if you do this. Go to the area wherein they appear and then head down the long ladders. Go back up the ladders until you're outta sight and then come down again and you'll find that the ghouls are gone.

MASTER OF MONSTERS
Mega Drive

Make it fon-keh! Make it fon-keh! Or, alternatively, listen to the sound test on this game by holding down A, B, C and Start. Then if you do the same but on the sound test screen, you may well find yourself transported to the end sequence of the entire game. Hoorah!

MEGA-LO-MANIA
Amiga/ST

To arrive all sweaty at the big battle simply type the password TJLBVSNNIGD. Also, here are some super codes for both the Amiga and the ST.

EPOCH	MADCAP	SCARLET
1	IVIAZXF1WMB	OVIAYASIWMC
2	ELEALUFOPNP	KMEAKXROPNQ
3	MOXALSLTFCZ	SPXAKVXTFCA
4	IFTAJNFPOVN	DGTAIQRPDVO
5	MCOALOIXVPR	SDOAGLLIVPS
6	NZHPVHLMLEN	SAIBUKXMLEO
7	OWCPHELHGLP	WXCBGHXHGLQ
8	MMYAFZEZXFD	SOYAECRZXFE
9	IOUBTYQSPAD	ORUBOVESPAE

MEGAMAN II
NES

The Quick Man section is made a bit easier by using the time stopper (Flash Man's power) to halt the beams that zap across the screen. When you reach the last stage, you'll find that keeping to the extreme right of the screen avoids the drips of acid!

MEGAMAN II
Gameboy

Passwords for this extraordinarily popular game. Pay attention, because there's lots of them!
Woodman A1, A3, B3, C3, D2, D4.
Wood + Metalman A1, A3, B4, C3, D2, D4.



Wood + Metal + Airman A2, A3, B1, B4, C3, D2, D4.
Wood + Metal + Air + Clashman A2, A3, B1, B4, C3, D1, D2, D4.
Magnetman A2, A3, B1, B4, D1, D2, D4 (bottom left transporter).
Needleman A2, A3, B1, B4, C1, D1, D4 (bottom right transporter).
Topman A1, A2, A3, B4, C3, D1, D4 (top right transporter).
Hardman A2, A3, B4, C1, C2, C3, D1 (top left transporter).
There is also a way to get full liquid energy – like this! Enter the following code: A1, A3, A4, B3, C1, C2, C3, D1, D3.

MEGA MAN 4
NES

Enter these codes to start the game with extra weapons: Toad: A3, A5, A6, B1, D1, E3; Bright: A1, A3, A5, B2, D1, E3; and Pharaoh: A1, A5, B4, C1, D1, D3.

MENACE
ST/Amiga

Type 'XR3i TURBONUT-TERBASTARD' during the game to create an extraordinary set of circumstances and events.

MERCS
Mega Drive

Think you're too good for this one then, bucko? Here's how to make the whole affair much harder. Go to the original mode then press and hold down A, B and C. Then press Start to begin and everything is just that much harder and faster. But you can then get full energy for all of your players by finding the gold first aid kit, letting the energy level approach maximum, pressing Pause, and selecting another player. Now continue doing this until your entire team is on the maximum energy level.

MERCENARY FORCE
Game Boy

Press select and then hold down buttons A and B, then Up, Down, Left and Right and you'll find your funds are boosted to the tune of $45,000.

METROID
NES

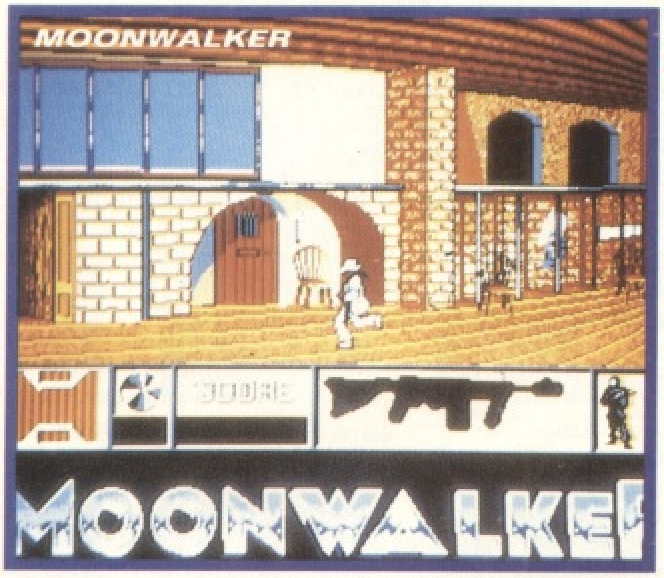
By simply entering the code JUSTIN BAILEY you not only reach the final stages of the game with 200 plus missiles and six energy boxes, but you are also visited by a woman in a form of skimpy acrobatic swimwear. Oo-er.

MICKEY MOUSE
ST/Amiga

When the game is running, type in the mysterious 61315688 and then press F2 to open a sub game, F3 to fight the witch and F4 to obtain the all-important gun.

MICKEY MOUSE II
ST/Amiga

All the level codes are here.
1: TIME; 2: TEST; 3: GAME; 4: SHIP;



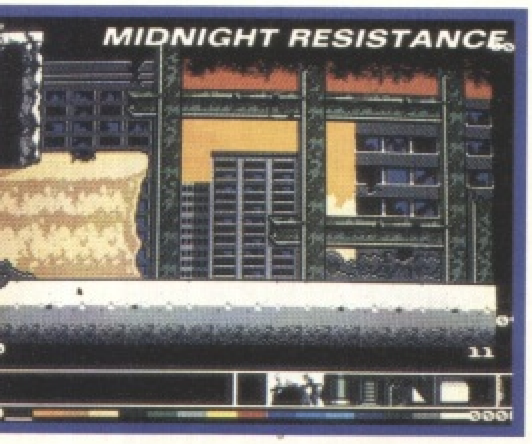
5: RACE; 6: WORD; 7: SHOP; 8: SIZE; 9: QUIZ; 10: DOLL; 11: DATE; 12: ZOOM; 13: DISK; 14: GOLD; 15: ZERO; 16: FIRE; 17: ROOT; 18: READ; 19: TAPE; 20: UNIT; 21: SONG; 22: TYRE; 23: LOVE; 24: NOTE; 25: JAZZ; 26: HELP; 27: KING; 28: GIFT.

MIDNIGHT RESISTANCE
Mega Drive

When the title screen reveals itself in all its glory, hold down A, B, and C, press Start and then let all the buttons go. Then, whenever the feeling strikes, press Start to pause and use A to skip through the levels.

MIGHT AND MAGIC
Mega Drive

You can have a well wunderbar selection of clues and tips to the whereabouts of the things you need



to keep this game going, because it's harder than the Hood, and that's saying something.
Co-ordinates ahoy, shipmates!
Cleric spells.
Nature's Gate: C3 X1 Y9
Air Transmutation: A1 X8 Y8
Air Encasement: A1 X1 Y14
Frenzy: B4 X8 Y1
Earth Transmutation: E4 X8 Y8
Water Encasement: A4 X1 Y1
Earth Encasement: E4 X14 Y1
Fire Encasement: E1 X14 Y14
Divine Intervention (Druid's point cave) X15 Y14
Holy Word (Face South): C1 X5 Y5
Lloyd's Beacon (Corak's Cave): X7 Y11
Fingers of Death: C1 X1 Y8
Star Burst D1 X5 Y6
Enchant Item (Gem Maker'sCave) X3 Y3
Dancing Sword B2 X15 Y11
Cast Nature's Gate on Day 93 to get a meteor shower. Bob's your uncle.

MOONWALKER
Mega Drive
Catch a falling star and put it in your pocket the easy way by collecting these children first.
2-1: Second floor of Club 30, first window on the right.
2-2: Top level, second car from the right.
2-3: Middle level of car park, first car on the right.
3-2: Second headstone.
Get the star and get turned into Metal Mickey. Plus! Here's a level-select fit to flange your cordwangler. Plug a pad into port No 2 and turn on the machine. When SEGA appears on the screen, hold Up, Left and Button A on controller two and then press Start. Select a one or two player game. On starting the game you should see a display that says level one, pressing the left and right arrows changes levels.

MOONWALKER
Sega
Level select time on Wacko's extravaganza. Up, Left, A and Start on control pad two and then a quick jab at Start on panel one and Bob, or rather Michael, is your kindly uncle. Still can't choose level six, though.

MUSHA ALESTE
Mega Drive
To get four power-ups, pause the game and then B, B, C, B, B, C, Up, Down and A. For five extra lives, pause the game and then hit Right, Down, Right, Down, Left, Up, Left, Up, B, C, A. Lastly, if you want 20 special weapons, pause the game and then hit Up thrice, Down thrice, Left thrice, Right thrice, C, B, and A. 20 continues can also be got by going Start to pause and entering Up, Up, Up, Down, Down, Left, Left, Left, Left, Right Right C, C, B, A and then Start. Select rounds like this: wait for the Sega logo and then press Reset eleven times, then enter the options menu while holding down Left and Down. The Round List is underneath the Game Level, so choose away

MS PAC MAN
Lynx
Just playing away at a normal game of *Ms Pac Man* and you need extra lives. Here's what you do. For five extra, while you're playing the normal game, try the following: Press Pause, B, B, B, A, A, A, Option One, then the same again and then unpause.

For a bit of extra speed, pause the game and then press A, A, B, Option 1, A, A, B and Option 1 again. If you've cheated properly then a lightning bolt appears at the top of the screen next to your score. Now pressing button B allows you to beetle Ms Pac Man around the screen at a high rate of knots. What's more, you can repeat this trick on any of the mazes at any time.

MUSHA
Mega Drive
You can get a grand total of 20 options by pressing Start to pause the game and then making the moves with the following code-type sequence: Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, C, C, B, A and Start.

Having done that, here's the way to select your rounds. Turn on the machine and wait for the SEGA screen to appear, now press Reset. Wait for the SEGA logo to reappear and press reset again. Now do it another nine times. Then let the title screen appear and enter the Options menu while you're holding down Lower Left. Now you ought to see "Round" listed underneath Game level. Move down to "Round" and use Right or Left to choose them. Plus! To get an extra five lives while you're playing, press Right, Down, Right, Down, Left, Up, Left, Up, B,C,A and then Start.

MYSTERIUM
Game Boy
When the map appears, press A, B, Start and Left at the same time to get a pass key. Drop it in the pool to earn the down level, drop the down level to get the up level and then drop that to get the super-power. Got it?



N is for Nose. Parker's protuberant proboscis played a part in plenty of perilous and perplexing erm.... Thunderbirds adventures.

NARC
Amiga/ST
Walk right, kneel down and then shoot the bin until it turns blue. Yeehar – infinite lives will now be yours for the using. MUNICION gives you loads of ammo and BLAST, surprisingly enough, sets off a smart bomb.

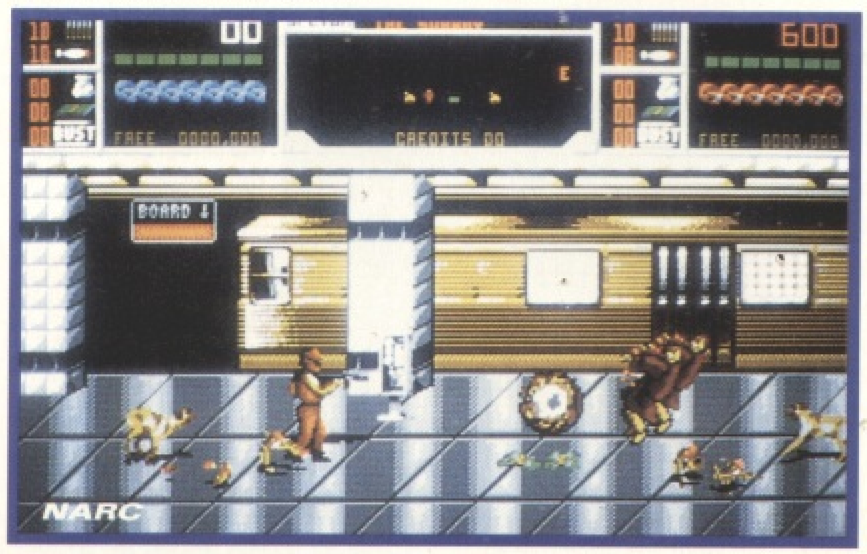
NAVY SEALS
Amiga/ST
Type in PSBOYS on the hi-score table. Now during the game press H to pause and Escape to skip the level. ST owners should try typing WOZZIE on the hi-score table.

NEBULUS
ST/Amiga
Type HELLOIAMJMP on the title screen, enabling you to jump joyously through the levels by means of those good old function keys F1 to F10.

NEBULUS 2
Amiga
Try these codes ICEHOUSE, LANDALOVE or GREENTREES. Also enter HOUSEBLUES when playing on an Up tower or BLUEHOUSE on a Down tower.

NEMESIS
Gameboy/NES
Press Start during play to pause the game and then Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and then whack the Start button again and you'll find that you have all the power-ups at your disposal. Plus, you can access a bonus game by this simple expedient: on level two, near the end, you pass a square looking robot and come across two codas. Shoot the top one first and then the second and then fly through the space at the bottom and you'll find yourself in the bonus game.

NEMESIS
Super NES
Bonus stage ahoy with this neat little tip, me hearties! Pass the cubist robot near the end of level two. There are two codas here, so shoot the one at the top end of the screen and then while it's all going off, fly through the space at the bottom. Well, whaddya know? You're in the bonus game.




Z
batman returns
POSTER



NES PLAY ACTION FOOTBALL

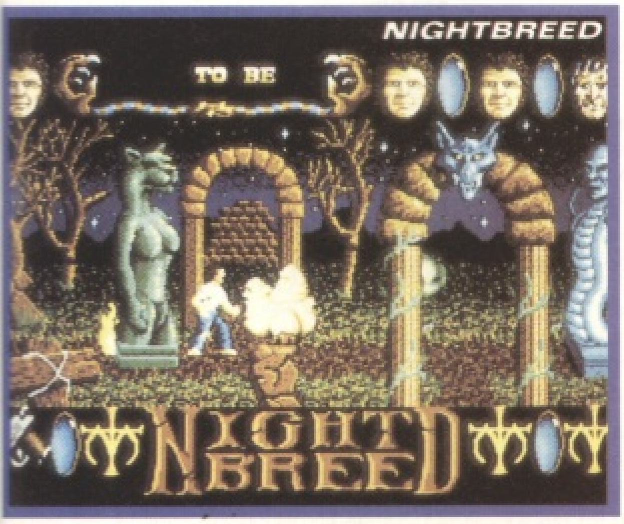
NES

Codes for the final game, in fact Power Bowl Codes.
San Francisco: 0K50AJ7T0H
New York: B04GKVLLL8
Miami: AD1GANSUGT
Chicago: 1062MPCLBM
Denver: PKMORQ2G5M
Washington: 0GJHUI1KP9
Houston: H0J1UK1RCL
Los Angeles: HGLGIQ0T10

NEW ZEALAND STORY

ST/Amiga

There are two modes in which you can play this game – one governed by an appalling display of filth, the other not. First up is a code which goes like this: DRATSABI-WIKNEKCUFREHTOM (we've printed it backwards) and then a vast tirade of filth and degeneracy in the shape of FLUFFY KIWIS (this is the right way round. Oh, and make sure you put the space in). Press DEL and then M, then the code word and then infy kiwis are yours for the taking.



NEW ZEALAND STORY

Mega Drive

First boss, right? Fly straight into the boss on a hover pad (honest, you won't die). Dodge the acid drops and then shoot fast. Second Boss, right? make sure you've got a laser before you get to meet him and then shoot him, shoot him, shoot him. Third boss, right? Same laser gun, shoot the balloon above his head. Smart!

NFL FOOTBALL

Game Boy

Gain extra speed by using this combination when you're on the title screen: Up, Up, Down, Down, Left (19 times), Right, Right, Left. To grab yourself a bit of extra skill, repeat this while holding down Button B.

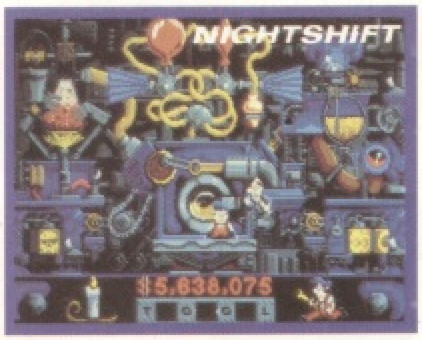
NHL HOCKEY

Mega Drive

Passwords for all 22 teams. Ready? Here we go, and I hope you appreciate the time it took me to type this in.
Chicago Blackhawks: H5J3V79RM4ZVHW2P
Calgary Flames: H5L19CYS9FPZPT22
Pittsburgh Penguins: BN7Y34ZSP46D1T4R
Toronto Maple Leafs: DHYLKFDGB0B402SP
Quebec Nordiques: C42Z8MN44Y4YLG39
New York Islanders: HRFYV9X5CJN-WCT9M
Minnesota North Stars: HZ2B48N9HY55MK8W
Los Angeles Kings: GDS4KOGHC1SJL698
Boston Bruins: HFPY7KLT9VX7CFV1
New Jersey Devils: HL7CMPMG5WKZZSJ
Edmonton Oilers: BYPYPDL9V CSJL7BC
St Louis Blues: C4Z3S8NMFJG3JMK0
Hartford Whalers: FZV795XCZ344SNSM
Vancouver Canucks: B14J9L0YLTCP9LDS
San Jose Sharks: G75X97V90T0M6MNY
Washington Capitals: FZX6MY7TXMXKRKDG
Winnipeg Jets: HFNB55PZ9WLT-MZSN
Montreal Canadiens: HL61CRJ3NX49PT3K
New York Rangers: B17F5MF0ZG238V8F
Philly Flyers: HTPTRGHGWB79VHZP
Detroit Red Wings: FFB1LC1K10YVWOV2

PLUS! When the game is over, knock down as many of the opposing players as you can using C for check. If you knock down enough, the losing team will advance to the next round. So don't do it if you win.





NIGHTBREED

Amiga/ST

Type in RISEN FROM THE DEAD for infinite lives.

NIGHTSHIFT

ST/Amiga

Hold onto your hats for the level codes to this Lucasfilm extravaganza. Shift number first followed by the code fruits.
2: Cherry, banana, banana, lemon
3: Banana, cherry, pineapple, plum
7: Cherry, pineapple, lemon, banana
13: Plum, cherry, banana, pineapple
19: Lemon, pineapple, cherry, plum
25: Banana, pineapple, pineapple lemon
30: Cherry, cherry, banana, plum.

NINJA BOY

Gameboy

To carry on with a level even after you have died the death, press A,B and Start just after you've lost your last life.

NINJA GAIDEN

Game Gear

Level codes. 2: NINJA; 3: GIDEN; 4: DRGON; 5: SWORD.

NINJA GAIDEN

NES

Power-ups for the lads. All three codes give you an astounding forward frontal thing. ESTSSI, AOTSSI, EOTSSI.

NINJA WARRIORS

Amiga

During the game, press Caps Lock, type the code and then press Caps Lock again. Codes to try are these: MONTY PYTHON, SKIPPY, A SMALL STEP FOR A MAN, THE TERMINATOR and STEVEN AUSTIN.

NINJA WARRIORS

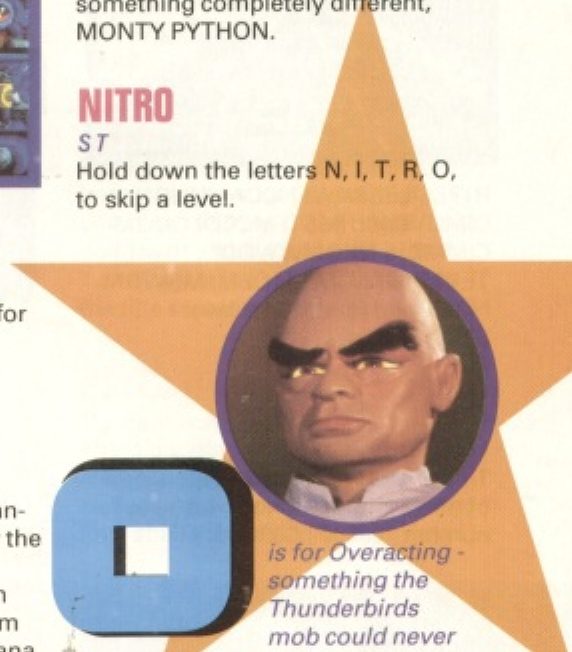
ST

On this machine, hold down the Alt key while typing in the following codes, including the spaces: CASABLANCA, THE TERMINATOR, GENESIS OF THE DALEKS, SKIPPY, A SMALL STEP FOR MAN, EAT TO THE BEAT (with Q to toggle) and for something completely different, MONTY PYTHON.

NITRO

ST

Hold down the letters N, I, T, R, O, to skip a level.



O *is for Overacting - something the Thunderbirds mob could never be accused of in a million years.*

OLYMPIC CHALLENGE

ST/Amiga

If you type HINGSEN.J the function keys will select any event.

OPERATION THUNDERBOLT

ST/Amiga

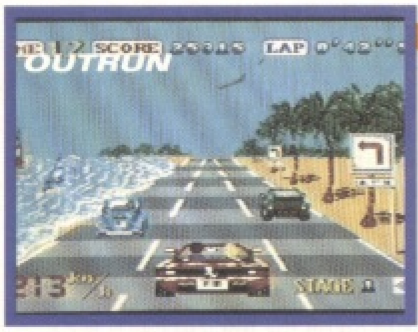
This is a cheat you have to earn, boys and girls, because you have to get on the elusive old hi-score table to be eligible – and that means scoring in the region of 50,000. Not an easy task in itself, I'm sure you'll agree. Anyway, once you've done that, type your name in as WIGAN NINJA for infinite lives, hit F2 to go to the next level, or SPECCY MODE to do something in that mode.

OH NO! MORE LEMMINGS

Amiga/ST/PC

Lots of passwords. RUDCLCICMAQ,





RTFLCILEEBK, VFNCCAMUNDN, DIMUVCIICI, IMSTFMCCDI,QUGMCIMMDH, NKOMWWODH, NGALTTEHEP, GKMVWMJQEM, MSWGMFCLFE and for the final level STEOGILEGG.

ONSLAUGHT
Mega Drive
This password starts you off with all of the territories conquered, save for number 10: 0000,0000,00.

OPERATION C
Game Gear
To select any stage at all in this operation, sort yourselves out with this code during the title screen. Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and Start. A stage number then appears at the bottom of the screen. Simply select the stage your little heart desires and away you go.

ORK
ST/Amiga
In the in-screen computer which forms an integral part of this game, fire into all four corners of the screen. From then on you may press A for Ammo, F for fuel, H for help, Return to take off or land when you feel the need and perhaps another key to replenish your energy. (Don't quote us on that one, though.)

OUTRUN
ST/Amiga
During the game, type in STARION and then the letter S for the next stage, T for the time, B for extended play and X to save the screen in DEGAS format. On the Amiga, type in the words RED BARCHETTA and then T for extended time or G to advance a stage.

OUTRUN
Mega Drive
Baffling but bona fide, type ENDING onto the high score table and you'll see... guess what? The ending. Furthermore, an airship pops up if you set it to hard and manage not to crash before the checkpoint.

P



P is for Pod, those big doohickeys that Thunderbird 2 squats upon like a big green, self-satisfied frog.

PACLAND
ST/Amiga
Type AVALON on the title screen for the most infinite selection of livey-poos.

PACLAND
Lynx
An easy way to get ten lives is to type this on the top of the hi-score table. 3Z0NE (oh, and that thing that looks like an 'O', is in fact, a zero). Or you could also try 330 NE.

PACMANIA
NES
These are what we call the 'game genie' codes for *Pacmania* with an explanation of just what it is that each one does.

SZISZL starts the game from scratch if you jump over a ghost; the strangely perverse AGESEX turns Pacman into a ghost; AGESOP gives you one life and also creates the situation where if you eat a ghost the game starts again, so you can't; AGESEA runs the game at fast speed and AGESZX means that anything is possible.

PANG
Amiga/ST
Typing WHAT A NICE CHEAT does the trick here, actually.

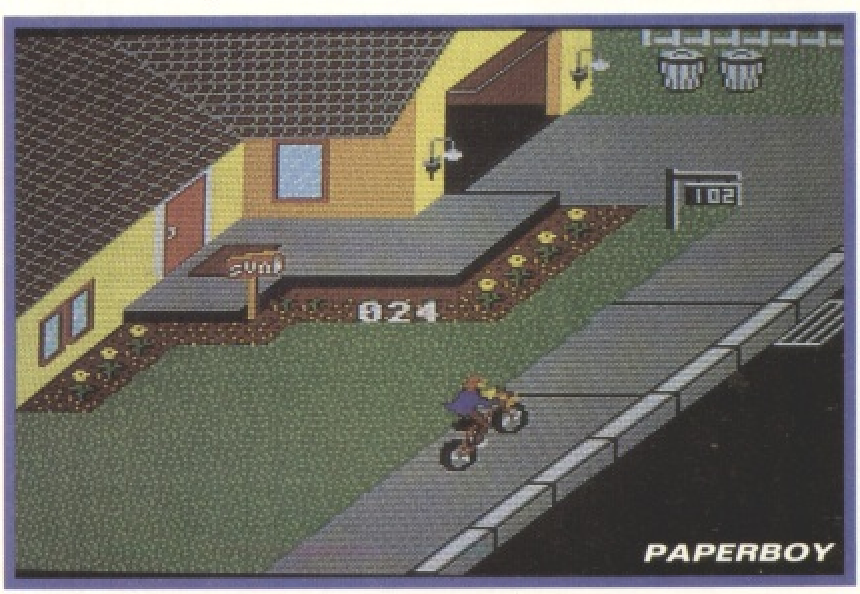
PAPERBOY 2
Super Famicom
Go to Route on the player select screen and enter 6479, pressing Right on the pad.

PARODIUS
Game Boy
Push Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A anywhere in the game for extra weapons.

PARODIUS
Super NES
It's not very often you get a game of this quality, let alone one with a bonus round on level three, like what this one has got. You'll find it at the bottom of one of the water beds located towards the bottom of the screen.

PENGO
Game Gear
Hold up and left or right, hold down 1 and 2 and press Start, allowing you to start the game at any level with up to seven Pengos.

PENGUIN WARS
Game Boy
For a stage select, press and hold down Left and button B and then press button A. A number will then miraculously appear in the right-hand corner of the screen. Use Up and Down to select the round you fancy.



PAPERBOY

PHANTASY STAR III
Mega Drive
Press Start to pause the game and then B to put the game into slow-mo mode.

PHELIOS
Mega Drive
Get nine continues instead of the usual three with the following hot tip: start the game and when the "Devil in Delos" screen appears swiftly, press C, A, B, A, C, A, B, A.

PILOTWINGS
Super NES
A complete list of codes for this game is as follows. Level number first, then the code, Okay?

2: 985206
3: 394391
4: 520771
5 (Heli): 108048
6: 400718
7: 773224
8: 165411
9: 760357

PIPEDREAM
Game Boy
Level 5: HAHA
Level 9: GRIM
Level 13: REAP
Level 17: SEED
Level 21: GROW
Level 25: TALL
Level 29: YALI

PIPEMANIA
Amiga/ST/PC
Level codes are BALL, BLOB, WILD, DOCK, GRIP, TICK and OOZE. Plus there is a secret bonus of 50,000 if you fill the screen with your pipes. On the PC the codes are as follows: HAHA, GRIN, REAP, SEED, GROW, TALL, YALI.

PITFIGHTER
Amiga/ST/PC
While fighting, type in the word LOBSTERS and then push any number from 1 to 0 to go to the respective level. C takes you to the championship level, and L takes you to the elimination match.

PITMAN
Game Boy
A few passwords to speed you on your way.

5: 119B: 10 2ARW; 15 3LG8; 20 4XVK; 25 67QV; 30 7MFU; 35 8UYG; 40 9LXXF; 45 B9J7; 50 C75XX; 55 EYK9; 60 FN39; 70 JXPM; 75 K6LP;



80 LGHQ; 85 NHTL; 90 PV84; 95 Q2ZH; 100 RGIH.

PLATOON
ST/Amiga
Type HAMBURGER HILLon the title screen and then during the game F2 takes you straight to the explosive, F3 to go directly 'as the crow flies' to the bridge, F4 to find the village, and F5 to gain immunity from absolutely everything. Now, watch that head come apart just like a melon!

POPULOUS
ST/Amiga
Codes for the taking for this classic game. 273 IMMEED; 494 WEAVUSPERT; 322 JOSDIEHILL; 166 SWADEBOY; 009 BURWILCON; 999 KILLUSPAL; 412 HAMOGOBOY; 200 EOAMPHET; 132 CALYMAR.

POPULOUS
Super NES
Full power at the flick of only 17 buttons. Press A and then B, now hold Left and then press A and B. Now hold down Left and Right and press A, B and X and then Select. Go to the swamp icon and press B. If the icon doesn't go anything like a shade of red, you're in.

And here are two passwords:
E51D2T5RY: Sillyland
N2M4J5B: Bit Plains.

POPULOUS
Mega Drive
And finally, as they say, here are some of the codes for the Mega Drive version of this particularly popular God 'em up.
50: HOBOZJOB 100: CALEOLD 150: BINQUEME 200: EOAMPMET 250: VERYOXT 300: NILQUAZOUT 400: BADMEILL FINAL: WEAVUSPERT.

POPULOUS II
ST/Amiga
Type MUSIC as a special code. Now you get some duff music. Try clicking on the writing around the edge of the game for some special effects. Once you've activated the lightning, hold down the mouse button and then Key 1. Release the mouse button but keep key 1 depressed. Your lightning continues, only now no manna is lost. Also, try some of these passwords: THOMAT, NEIT, WOOP, EMLOW, and finally MMUPAB.

THE POWER
Amiga/ST
Powerful passwords: INDIGO, GOODIE, SURFIN, CLOSET and XUQZOX.

POWER BALL
Mega Drive
Use these passwords to play as the Chinese team in the first championship game versus Mexico: PVDCR. For the second championship game against Germany CMOPE; for the semi-final v Canada: BFOOE; for the final against France OADBR.

Also, there are hidden teams (Mexico, Germany, Canada and France) which you can choose to be. To do this, press B, B, C, B, B and C during the original team display. Now press Down to reveal the hidden teams which are under the original eight.

POWERBLADE
NES
Sound tests? What's the point? You may well ask. Well, never mind that, 'cos here's how to get your ears wrapped around one of these little lovelies in this very game. Hold down Up-Right on pad one and hit Select. Now do Down-Left and Select on control pad two then press Start on pad one. Sound tests? They're great, aren't they? Don't you just love 'em?

POWER STRIKE
Master System
To start this game with ten lives, do this with the joypad: Down, Right, Down, Left, Right, Up, Right and then press button 1 twice on the title screen.

PP HAMMER
Amiga/ST
Level codes a-gogo! WCSEEGHS, AFFUBJEF, BIDSJTFV, CSCGGWAI, SVAJICBC, DBWBEFST, TUVDSBTR, GEHRBIRF, SHFWRSDW.

PREDATOR 2
Amiga
Pause the game and then type in YOURE ONE UGLY MOTHER for infy lives and ammo. But try not to do this while your mother's about.

PRINCE OF PERSIA
Game Boy
Codes for all.
Level 2: 06769075
Level 3: 224613065
Level 4: 99116015
Level 5: 53004005
Level 6:46308135
Level 8: 43961795
Level 9: 77865785
Level 10: 12463454
Level 11: 36717444
Level 12: 20610574
The End: 87017514

PRINCESS TOMATO IN THE SALAD KINGDOM
NES
Here are some healthy, wholesome level codes for this vegetarian delight. Level number first, code second. 2: GVSNPYJ; 3: VVPB3ZXJT855Q; 4: 683QFB-DFB-HHN; 5: 1GCBHDJMPLP9KQ-; 6: K73%G5%GGFD2SFJNX; Level 7: RP1SLVWWXYZH-32MDB; 8: MPMSVTVWXYZH-32MD8; 9: P7HS%%BCDFGHSKJ5NK5.

PROBOTECTOR
NES
Increase your lives by a factor of 10 by doodling on the title screen with a swift Up, Up, Down, Down, Left, Right, B, A and then Start and alakazam (!) 30 lives instead of three. Huzzah!

PRO WRESTLING
Master System
Get a 'three count' everytime by simply punching or kicking your opponents down three times without doing anything else.

PSYCHIC WORLD
Game Gear
For a level select and the option to hear all of the sounds you might if you reach the end of the game, hold down Left and Up and then buttons 1 and 2 all at the same time during the title screen and then push Start.

PSYCHO FOX
Master System
There's a warp at the top of the lower springboards. Choose a tube and as you go down you appear on, how shall we put it, a 'certain' level.



PUFFY'S SAGA
ST
An extremely simple tip, this – no doubt for extremely simple reasons. Press F's 5 and 6 simultaneously to go to level 7 and UNDO to get all the way to level 9.

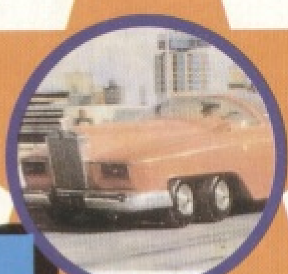
PUNCHOUT
NES
Energy is a precious commodity in the world of games, so get more by repeatedly pressing Select between rounds.

Oh, and just to show that we're not horrid, like that lot that tried to imitate International Rescue in Episode 5, here are some codes, too: 777 807 3453, 237 110 7868, 005 737 5423, 647 993 3534.

PUTT AND PUTTER GOLF
Game Gear
During the intro, or on the title screen, hold down button 2 and then press Start. You not only get a sound test, but you are also now in the mode where you can configure to

your heart's content. Here are the codes to help you along on your merry way:
BKDKN, PKLLA, NKJLE, FKMLF, YAZBR, QBNAR, DLGKC, BCJKG, FLMKF, HLPKD, HKJKK, FKPKD, FLDKD, FLDKG, PUTT.

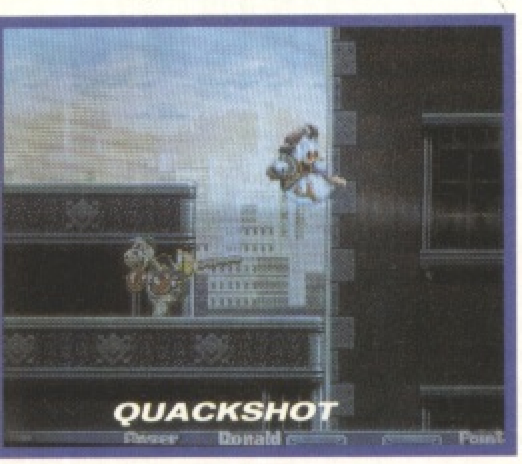
PUZZNIC
NES
Passwords make games easier somehow. I don't know why, but they do! Try these:
Level 2-1: 5C5B
Level 3-1: FICW
Level 4-1: FMW3
Level 5-1: LCBB
Level 6-1: TI3W
Level 7-1: TML3
Level 8-1: WC7B
Level 12-7: ZFC7
Lastly, to solve Level 8-2 in Gravnic press the following sequence of keys: D, L, U, R, D, R, U, L, D.



q

Q is for Quick – something the Thunderbirds crew have to be to save precious, puppety lives every week.

QUACKSHOT
Mega Drive
Unlimited lives, apparently, by following these simple steps. Climb the mast in the elevator and collect the bags of money. Up top, walk to the right. Follow the rope path in a downwardly direction and pick up the extra life you'll find lying there. Repeat when necessary.



QUACKSHOT



QUARTET

QUARTET
SEGA
To begin the game with a significantly wider shot, press the pause button a mere 14 times while the title screen is showing.

QUIX
Lynx
Codes for the taking. 25 IFJMHI; 20 IFLGLF; 75 IFMOJA; 100 IFOBAM 125 BGFIHA; 150 IFBAID; 175 IFCKCM; 200 IFFCAF; 225 IFGEAF; 250 IFHMLG; 256 BFBFLM.



r

R is for Race against time, the vital ingredient in absolutely anything involving any of the Thunderbirds, ever.

RAD RACER
NES
Press Start on the car selection screen and look at the speedo. Pressing B at this point then adds two coloured squares to the speedometer and every time you hit the buttons you get another couple of squares.

RAINBOW ISLAND
Amiga/ST
Type in the following codes on the title screen for the following effects. BLRBJSBJ: fast feet. RJSBJSBR: double rainbow. SSSLLRRS: fast rainbows. BJBJBJRS: first hint. LJKSKBLS: second hint. LBSJRWL continue all rounds. SJBLRJSR: slows the meanies down.

For infinite lives, choose three credits, hold down the QWERTY keys and press your joystick button. When the game loads, you should have infinite lives.

RAINBOW ISLAND
Mega Drive
On the title screen, press Up, B, Down, Left, C, A, A, and B to start off with 'speed shoes' and 'double rainbows'.

RAMBO III
ST/Amiga
Type in the word RENEGADE on the hi-score table and then press 1, 2 or 3 for the appropriate levels.

RAMPAGE
Master System
Go that bit further by pressing both buttons at the Game Over stage, that way you get three continues from the last level you were playing.

RAMPAGE
Lynx
For a level select option which allows you to select any of the 61 cities in the game, simply cheat like this. Go to the character selection screen and, before you actually select who you're going to be, press pause. Now unpause the game and select your geezer as normal. When the newspaper headline appears on your screen, Press Option 1 and move the control pad in any direction. Now you are able to choose the city that you feel you need to destroy.

RASTAN SAGA
Master System
Reset the console and then press buttons 1 and 2 and then the down and left diagonal. A blue (rather than orange) logo tells you that you are the possessor of infinite continues.

RBI 2
Amiga/ST
Stand in the very top corner while batting and it's possible to hit the ball out of the stadium. Also, when your opponent reaches third base, keep the joystick held left, hold down Shift and press Fire. The player should now be hit out.

RESCUE RANGERS
NES
Some tips to get you through this platform-based thriller – well, halfway through anyway. To defeat the cleaning machine boss, run for the red ball and then pick it up. Make your way swiftly over to the right-hand side of the screen. When the lightning appears, leap over it and run to the middle of the game screen and shoot the red ball up to the green ball on the machine. The machine now flashes. Dodge the falling ball and run to the right of the screen. Repeat.

A similarly involved action defeats The Owl. Get the red ball and dodge The Owl's feathers. Wait until he reappears and then throw the ball at him. Dodge the ball as it plummets downward and repeat.

For the UFO, avoid the little green men and collect the ball. When the UFO is above you, press Up and B to hit it – keep going in this vein to defeat it. There's a bonus game too. The best way to deal with this is to start getting boxes from the left of the screen, then you can get the extra life from the top box.

STAY TUNED TO ZERO FOR ANOTHER THRILLING INSTALMENT OF THE INTERNATIONAL RESCUE TIPBUSTERS SPECIAL NEXT MONTH...

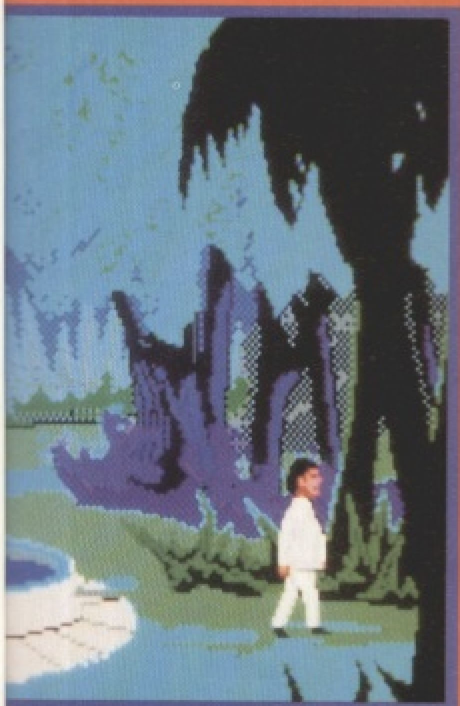
Adventure tip bits

Fungus-faced oracle MIKE GERRARD is on the case again with more solutions to your adventure misadventures. Write to him with your probs and he'll pull some aid from his bulging files. Or why not share your own tips? Send letters – hopeful or helpful – to Mike 'The Main Adventure Man' Gerrard, ZERO, Dennis Publishing, 19 Bolsover St, London W1P 7HJ.

When Larry met Danny

Leisure Suit Larry's a popular guy – with players if not with the girlies. DANIEL HERRICK of NEW MALDEN is playing the third in the series, and says he's stuck in the forest and can't find Larry. Yikes! Something tells me you mean the section of the game when you become Passionate Patti. Clever of me to work that out, huh? In fact you don't need to find Larry in the Bamboo Forest. It doesn't matter which way you go, but when you reach the third stage of dehydration (and not before!) drink the bottle of water.

ROB BUCHANAN of BROMLEY says he hasn't started *Larry 3* yet, but can he have some tips for it. Here's one: Go away and stop bothering me until you've at least started.



That man, that suit, that game.

Let's France

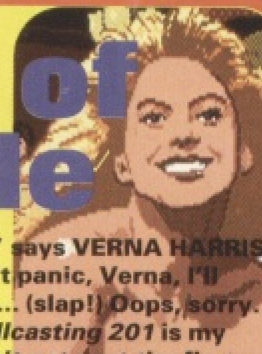
KEN GREEN from CHESIRE is stuck in a French adventure called Fascination, and he's keen to get on, as he wants to find all the naughty French bits. That's not what he said, but he can't fool me. However, he's stuck on the very first screen, where he can't find the correct combination to open the briefcase.

If anyone can help Ken get his hands on those French combinations, please write to Ken Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ. Send me a solution too, as it's not a game that's in my files, or indeed the files of various solution services I checked with. Not even Corish has heard of it.

Other gaps in my flies...sorry, files, at the moment are for Captive and The Blag, so if anyone can help, kindly clue me in.



Spell of female



"Please help, I'm stuck," says VERNA HARRIS of BROMLEY. Okay, don't panic, Verna, I'll just grasp you round the... (slap!) Oops, sorry.

Back to reality. "*Spellcasting 201* is my first adventure, and I can't get past the first serious hurdle. Those damned students keep kicking me out just because I can't stick the moustache to the statue. I wouldn't mind, but it's got more oil on it than a Swedish masseur. There must be a diamond somewhere to cut the unbreakable glass case in the janitor's closet which holds the spell for cleaning the oil off the statue... but where?"

Explaining how to stick the moustache to the statue isn't that easy, because that's the aim of that bit of the game and it depends on what you've done already.

However, getting rid of the oil does mean cutting the glass, which in turn means getting the diamond, which means getting into the Appliance... and I don't know how far you've got with that.

Basically, attach everything you can to it, press both buttons, Go in, turn the power dial to 1 and the coloured dial to white, Pull the lever, Go out, then back in again and Get the diamond.

And have you FRIMPed the doughnut?

Humungous help

It's the biggest one I've ever seen in my life – it's humungous! Yep, it's a large book alright, with 800 pages of hints, tips, cheats and pokes for over 1,000 games. It's *Corish's Computer Games Guide*, published by Kuma (0734-844335) at £14.95.

It includes tips and solutions to over 200 adventures, such as most of the Sierra, Magnetic Scrolls and Infocom titles, *Dungeon Master*, *Sim City*, *Pool Of Radiance*, *Indiana Jones*, *Cruise For A Corpse*, *Elvira* and even releases as recent as *Oh No! More Lemmings!*, *Monkey Island 2* and *Larry 5*.

Most help is in the form of walk-through solutions – which I'm not so keen on – but there are better ones which list objects and their uses, and offer help on specific problems.



Obviously a member of ZZ Top or a spell-casting type bod

Crazy Cars III™

AMIGA

Despite the fact that he's more of a Carlos Fandango than a boy racer, we let MICHAEL HORSHAM take CRAZY CARS III from Palace out for a joyride.

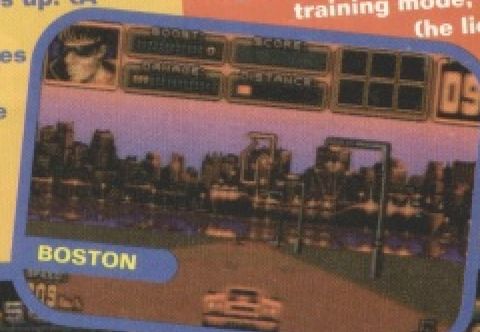
● Titus Software's *Crazy Cars III* offers a slightly different view of the joys of motoring, mainly because it's about 20 cars doing battle in a series of illegal road races across America, and one of the racers is you!

I don't know about you, but I think driving sims are weird beggars really, all the ones you know and love, like *Lotus Turbo*, *Jaguar*, and even the venerable *Outrun*, have little to do with driving your actual cars. They've got a lot more to do with going very very fast on a super-scrolling screen and bashing things up. (A bit like the M25 really, only a tad safer.)

Crazy Cars III skillfully mixes elements of *bona fide* car racing games like MicroProse's *Formula One Grand Prix* with the flashier, supercar-oriented, outlaw style of, say, *Outrun*. The result is a fast-moving game with bags of features where you need to develop your driving skills quickly if you stand a chance of getting anywhere (or even staying on the road, for that matter). All of which begs the question: "what's it like, then?"

LOOK OUT! IT'S A JOYSTICK

● Everything centres around the joystick, driving-wise. Gear changes can be toggled between automatic and manuall (manual is by far the hardest), then it's pull back to brake (the brake lights come on), hit fire to accelerate, right and left to steer. With a few goes on the training mode, driving isn't that difficult (he lied) and after a few races you'll be slinging your bright red car around like nobody's business. (Watch out for the weather conditions though.)



BOSTON

LOOK OUT! IT'S A CACTUS

● Races are set in different locations all across the US of A, and the whole game benefits from some pretty smart backgrounds of cities and pretty countryside. But you shouldn't be looking at the scenery, not when the bruisers in the cruisers (the po-lice to you, boy) are out to get you.

The desert setting is a suitably hot-looking, water-free zone, as deserts generally tend to be. Another good thing about the race settings is that the weather conditions actually affect the driving. In the snow, for example, the road is slippy and icy – a good deal of concentration and careful gear selection is needed just to keep going.

The screen also presents your speed, gear selection and race position throughout the race, flashing up the ugly mugs of your opponents, the police and whoever else you manage to pass on the way.



LOOK OUT! IT'S THE RIVAL DRIVERS

● Tension is added to the whole racing thang by the addition of 'bets on the side' between you and a few of the other 19 drivers involved in the race. They have names like Kaled, Stozz, Hagar, Clint and Kurt, which tends to suggest that none of them would order a Babycham and then try to pretend it was trendy or 'hard' in any way. Betting with this collection of potential axe-murderers is one of the ways to amass the money needed to enter the more expensive races in places like San Francisco and Spokane (coincidentally, the birthplace of ancient, dead crooner Bing Crosby).









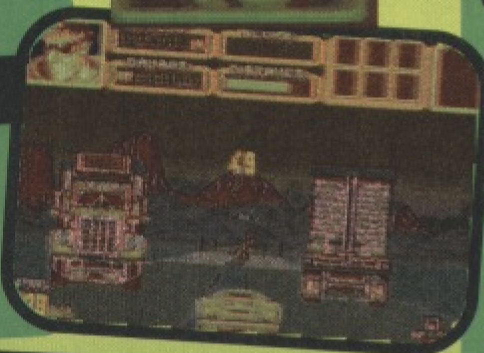
LOOK OUT! IT'S THE SHOP

● A nice touch this, the garage and shop provide the option to either repair your car after the damage sustained in the races, or you can buy various add-ons, like a 5-speed gear box or a turbo charger. (Providing, of course, you've got the dosh.)



LOOK OUT! IT'S A TRUCK

● Muster $5,000 and you have the option of buying a pass into the Division Challenge. It's a time challenge, made ever so slightly difficult by the huge trucks which insist on forcing you off the road and driving straight at you should you stray into their path.





LOOK OUT! IT'S THE POLICE

● Each race setting you choose comes complete with its resident police force, who are either hot on catching speeding, illegal road-racers, or, to put it bluntly, they couldn't give a collective toss. In practice though, the simple act of flashing past a couple of 'smokey bears' above the local speed limit soon gets the blighters on your tail, complete with flashing lights and wailing sirens. What's more, they'll try and force you off the road. If you're good though, you can outrun 'em. Yeeeehaaaaar!!!!!



LOOK OUT! IT'S THE SUMMARY

● *Crazy Cars III* is a bit good, actually. If you can master the basic driving skills, the world is your lobster. Start off on the drier tracks and think tactically about the skill level of the local drivers you'll be up against, and you just might be in with a teensy chancette of winning your bets and progressing through the levels. Make no mistake, though – it's no the easy task.

The scenery and the responsiveness of the car to all of the different types of weather – snow, rain and blazing sun – coupled with the tension of gambling and the thrill of the police chase makes sure that the whole package adds up to one of the better driving doofers on the market.

GRAPHICS 90
PLAYABILITY 88
ADDICTIVENESS 90
SOUND 88
Z 88

CRAZY CARS: Out now from Palace on Amiga and ST, £25.99

PICTURE THIS

Going batty over *Batman*? Mooning over Mel and Danny in *Lethal Weapon*? Leaving town to avoid *Far And Away*? RICHARD JAMES looks at the films that'll doubtlessly be turning as games soon – or in some cases, er, NOT!

BATMAN RETURNS



Directed by: Tim Burton. Starring Michael Keaton, Michelle Pfeiffer, Danny DeVito

Whatever you thought of *Batman*, it was certainly more than a movie – it was an event! And now he's back, in the imaginatively-named *Batman Returns*. And what's more, not only does this one have a plot, it features Catwoman Michelle Pfeiffer in a sexy leather catsuit, wielding a whip. Berlimey!

With the Joker consigned to wherever failed Supervillians go to recharge their powers, *Batman Returns* pits the Caped Crusader against a trio of evils – Catwoman (Pfeiffer), the Penguin, played by a ghastly-looking Danny DeVito, and corrupt businessman Max Schreck (played by mean-faced *King Of New York* Christopher Walken). The Penguin's running for the post of Mayor of Gotham City and teams up with the feline one to destroy Batman. Meanwhile, our friend and yours Bruce Wayne starts a relationship with a sultry cat-like lady who doesn't like to talk about what she gets up to at nights... "He's tortured by his duality, and she's tortured by her duality too," says producer Denise Di Novi.



RITZY

Director Tim Burton plans to be editing the film right up to its release, and it's certainly a better movie than the original, though it's unlikely that it'll top the $250,000,000 gross of its predecessor. The Batsuit has been remodelled with an armoured look based on '30s Art Deco machinery, and the Dark Knight has some new toys, including a Batskiboat, some Batdiscs and a Batmissile. And Pfeiffer, who studied kick-boxing, martial-arts, yoga and weightlifting for the role, sports a skin-tight home-made-looking catsuit that gradually gets ripped to shreds as the film progresses. "She became a whip-master," says Di Novi of Pfeiffer, "she can do tricks you can't believe. She can do a figure of eight with a whip and wrap it round her body!" And you though she was sexy dancing on a baby grand in *The Fabulous Baker Boys*...



Burton also put a lot of thought into remodelling the character of the Penguin: "He was just some fat guy in a top hat and a tuxedo, it didn't make sense," he says of the comic-book villain. De Vito plays him as a freak with webbed hands who was abandoned by his parents and raised by penguins in the Gotham City sewers. Sporting a black velvet robe and a whited-up face, he looks positively sick. His lair comes complete with some 50 penguins – live ones, mechanical ones, puppet ones, people-in-penguin-suit ones – and he has a gang of Victorian Circus-style freaks at his disposal. Joker Jack stole the show in *Batman* but he's certainly out-hooded by this duo of Supervillains.

Batman was shot in the UK at Pinewood, but *Returns* was made entirely in LA, on Christmassy-style sets. One missing character is brilliant production designer Anton Furst, responsible for that sombre, gothic Gotham City look, another is the character of Robin, who was cut from the script. Speaking before the release, director Burton said that the film was "Kind of comedy. But... at this point I'll laugh at anything. Or start crying."



THE GAME: Konami has got the licence for the ST and Amiga, November; NES, Super NES and Game Boy to follow; Sega will be producing for the Master System, Mega Drive and Game Gear; Atari for the Lynx.

LATE NITE

ALIENS 3



Directed by David Fincher
Starring Sigourney Weaver

Ridley Scott's *Alien* was good, but the sequel *Aliens*, directed by *Terminator* man James Cameron, was better. And word out on *Aliens 3* is that it's equally fine, but different. In a nutshell, our hardy heroine Ripley (Sigourney Weaver) crash-lands on prison planet Fiorina 161 where the Universe's naughtiest boys lead a monastic life mining away at the ore. As it's a totally male community, Ripley herself is made to feel like an alien, and she has difficulty convincing the planet's inhabitants that there are some nasty creatures on the loose.

Furthermore the planet lacks the super-hi-tech weaponry she used to previously vanquish her foes. And as Fiorina 161 is infested with lice, she has to shave her head, Sinéad-style. What a drag!

It's also the Alien film where Ripley gets a love scene. "It's nice to have a romantic scene," says Weaver, "we get to see her as a woman." Another emotional sequence is when she has to carry out an autopsy on the dead Newt, the child she adopted in Aliens, to make sure that the alien is not concealed inside her. But never fear, action-lovers, there's still the usual plethora of special effects on show.

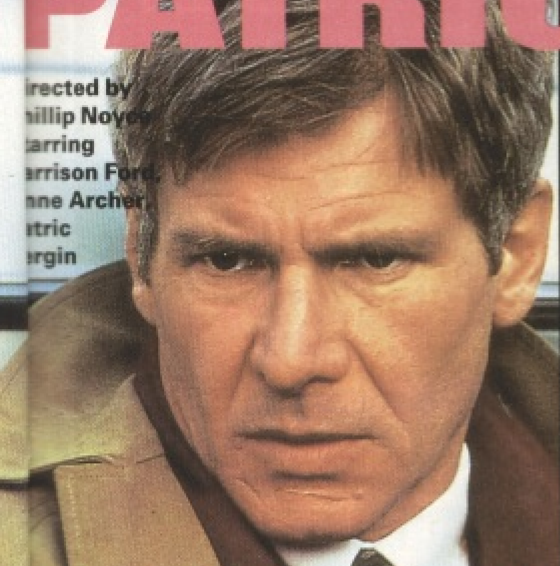




Aliens 3 has so far led a double life. On the one hand it was hell to make and has been called an expensive ($60,000,000 plus) disaster, on the other, well, some say it's a work of sci-fi genius. "It really stands on its own as a brilliant *Alien* picture, very unusual and very provocative" says Weaver, who's normally rather reserved on such things. And despite the hellish shoot – the plug was at one stage pulled on the production, and the director and the film company really fell out – 20th Century Fox is happy with the result. But first-time director David Fincher claims to have been "brain-damaged" by the whole experience.

THE GAME: Acclaim has the licence. Master System and Mega Drive released September; Amiga and Game Gear, October; NES, February.

PATRIOT GAMES



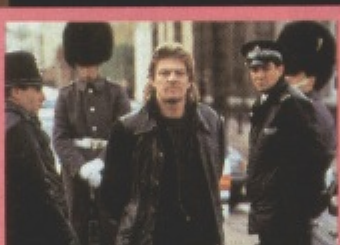
irected by
hillip Noyce
tarring
arrison Ford,
nne Archer,
atric
ergin

When is a sequel not a sequel? When it's *Patriot Games*, the follow-up to *The Hunt For Red October*. There's no Alec Baldwin, no Sean Connery, no Russians, no submarines. But what there *is*, is Harrison Ford, as former CIA analyst Jack Ryan, and director Philip Noyce, who had audiences on the edge of their seats with the Aussie thriller *Dead Calm*.

As there are no more naughty Russians, the IRA become the bad guys in this I-Spy movie. Ryan (Ford) leaves the CIA and relocates in London, where he witnesses a terrorist attack against a cousin of the Royal Family. Leaping to the rescue, he finds his that he and his family then become IRA targets themselves. Ryan has to make an uneasy deal with CIA, who then supply him with a load of superspy gadgets to track down his aggressors. The family man's James Bond? Could well be.

Director Noyce has tried to make the film realistic, so the violence is not over the top, and even the IRA terrorists were treated with some sympathy, although it's made clear that their methods are reprehensible. Word out is that Ford's performance is the best reason for seeing the film – a good thing considering Jack Ryan is likely to become the hero of a Bond-style series, with at least one more sequel in the works.





THE GAME: Grand Slam picked up *The Hunt For Red October* licence; no word on *Patriot Games* so far.



UNIVERSAL SOLDIER

Directed by Roland Emmerich
Starring Jean-Claude Van Damme, Dolph Lundgren

Action hunks Dolph Lundgren and Jean-Claude Van Damme kill eachother in Vietnam, and are then rebuilt Robo-style to try to kill each other again. Lundgren plays the baddie and spends most of the movie chasing Van Damme around with an assortment of heavy machinery. Sounds dire? Yes probably, but legions of action fans won't care even if it's dreadful.

THE GAME: Accolade; Super NES early next year; Game Boy, November.

FAR & AWAY



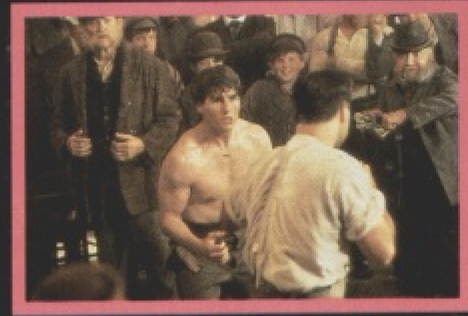
Directed by Ron Howard
Starring Tom Cruise, Nicole Kidman

Americans have always had a fascination with Ireland, probably because so many left the Emerald Isle to start a new life over the waters. Which, spookily, is what this film is about.

It's 1890 in Ireland, and footman Joe Donelly (Tom Cruise) sets out to avenge the death of his father at the hands of his landlord. But when the gun misfires, the landlord's daughter Shannon (Cruise's real-life wife Nicole Kidman) goes at him with a pitchfork, and he winds up being nursed by her with nothing but a pot covering his naughty bits. After this, perhaps unsurprisingly, the footman and the landlord's daughter decide to set sail for a new life in the Americas. All together now: it must be love.

Romantics at heart will love this one, although the film only really takes off when the love-struck duo cross the pond to reach the US. Director Ron Howard, by the way, used to be Richie Cunningham in TV's *Happy Days* before finding success as a director of movies like *Cocoon* and *Backdraft*.





THE GAME: Well, probably not, actually.

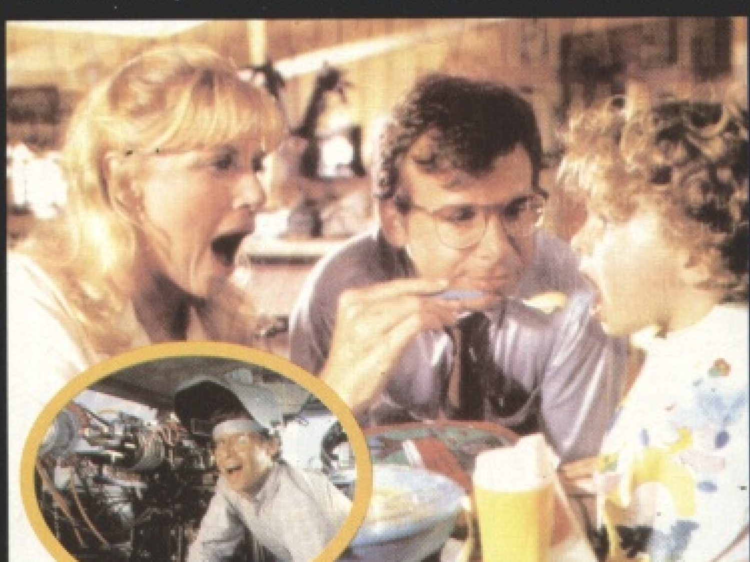
Sequels

HONEY I BLEW UP THE KID

Directed by Randal Kleiser
Starring Rick Moranis, Marcia Strassman

Disney's *Honey I Shrunk The Kids* – the only movie to dare to open the same week as *Batman* in the US – was a surprise hit, raking in a $120,000,000 profit. Now nerdy inventor Rick Moranis is back, and guess what? He turns one of his kids into a giant!

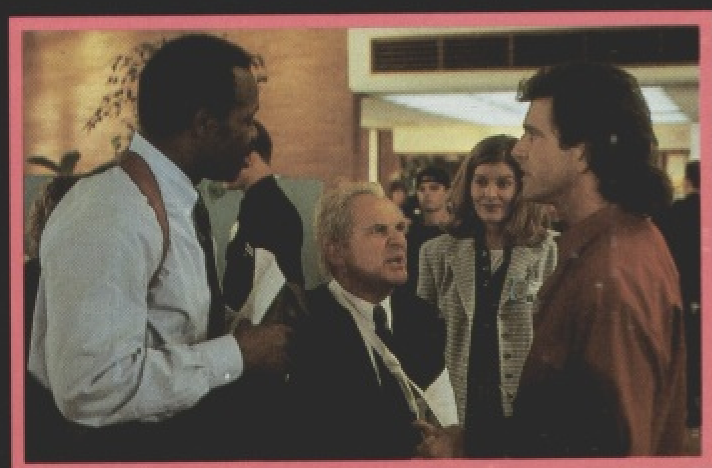
This time the Szalinki family has moved to Nevada, where Wayne (Moranis) is working on an expanding ray. Unfortunately he accidentally sprays youngster Adam with



some blue-green goo that makes him grow whenever he is exposed to electromagnetic radiation. Wayne tries to retrieve his original shrinking ray, but by then the kid is towering over Las Vegas...

The animation that was such a crucial part in the original's success (remember the giant ant?) is likekly to be matched by the special effects of the sequel, with some new techniques playing a part in bringing the towering toddler to life. But the greatest challenge was working with the two toddlers who were used to play the giant sized baby: "You never know what a baby is going to do," laments scriptwriter Thom Eberhardt. Even worse, the babies learnt how to be stroppy, Hollywood star-style. "They learned phrases like 'I want to go to my trailer'," says director Kleiser.

THE GAME: No news on this one as yet.



LETHAL WEAPON 3

Directed by Richard Donner
Starring Mel Gibson, Danny Glover

The dynamic duo are back! Everybody's favourite pair of crimebusters return to fight another day – and we don't mean Batman and Robin. After taking on naughty south Africans in *Lethal Weapon 2*, Gibson and Glover – that's Riggs and Murtaugh to you – once again take on crime and Joe Pesci, who's now moved into corrupt property dealings. Poor old Murtaugh; when Riggs meets a female cop on the streets, his plans for an early retirement bite the bullet.

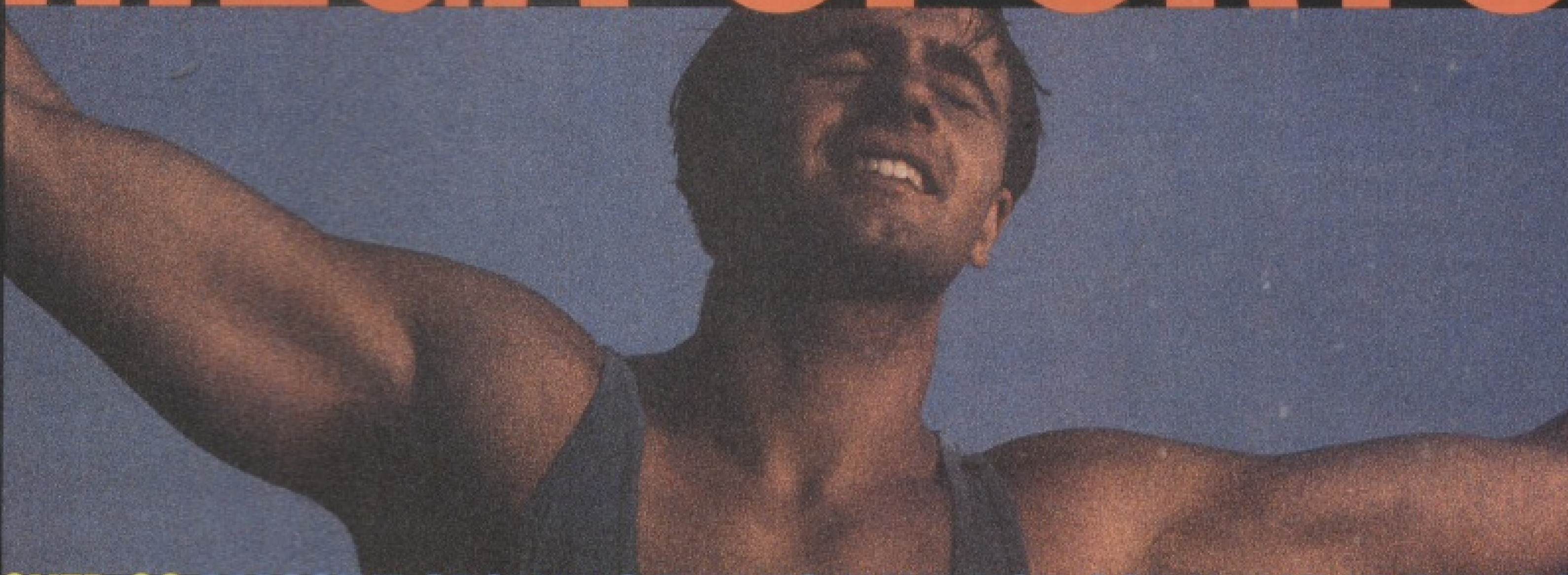
Renne Russo joins the buddy-boys team as the female cop: "She's a female Riggs – there's no argument about who owns the pants: they both wear them," says director Donner. Hoods, you have been warned.

THE GAME: licensed to Ocean. No release date as yet, but towards the end of the year likely.

COOL ICES

THE REST: *Encino Man*, about two valley guys who find a prehistoric dude while excavating a pool, is tipped to be the next *Wayne's World*... not!... Madonna has a supporting role in the baseball movie *A League Of Their Own*... Eddie Murphy falls for Robin Givens (hot stuff from *Rage In Harlem*) in *Boomerang*... and she rejects him! ... *Twin Peaks: Fire Walk With Me* shows what led Laura Palmer down the path to self destruction... if anyone's still interested... The cartoon Basinger movie *Cool World* – it has a cartoon Kim called Holly Would – has been licenced to Ocean. The game will be out on Amiga, ST and PC in November, and Super NES same time next year.

MEGA SPORTS



OVER 30 MASSIVE SPORTING EVENTS HAVE YOU GOT WHAT IT TAKES?

U.S. GOLD

AVAILABLE ON: AMSTRAD DISK • C64 CASSETTE & DISK • SPECTRUM • ATARI ST • AMIGA.

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel:021 625 3366.

ZERO LAUNCHPAD

CONTACT ANDREAS SILBERMANN ON 071 631 1433

LIVEWIRE P.D

LIVEWIRE P.D RISCA PO Box 161, NP16Y
KEITH SAUNDERS *(Proprietor)* 0633 615 880
Please note: This is only a small proportion of Livewire stock! We sell software/hardware for nearly all computers/consoles! Phone for details!

Amazing prices on hardware+software.
Plus the chance to trade in your AMIGA or ST and save £200+ against the price of a Commodore CDTV machine or a AMIGA A1500 pack!

HARDWARE

Atari 520STE discovery extra pack 1MB+ ST basic+16 nights holiday accommodation	£294.99
Atari 520STE discovery extra pack	£274.99
Atari 1040STE family curriculum 1MB	£344.99
Amiga A500	£279.99
Amiga A500 and 10 game+photon paint+GFA basic 3.5+16 nights holiday accommodation	£299.99
Amiga 500+cartoon classics pack	£325.00
Commodore CDTV	Phone!
Amiga 1500 and software	Phone!
Atar Lynx+cal games	£94.99
SEGA Megadrive+sonic the hedgehog	£129.99
Citizen Swift 9+free colour kit worth £38.00!	£196.99
Roctec Amiga 3.5 disk drive	£59.99
Squik mouse for Amiga/ST	£15.99
Amiga 500 half meg upgrade without clock.	£16.99
Phazer lightgun	£18.99

AMIGA+ST+PC

	Price Amiga	Atari	PC
Midwinter	£9.99	£9.99	–
Awesome	£7.49	£7.49	
Shadow of the Beast 2 (+free T-shirt)	8.99	8.99	–
Galactic Empire (†)	–	8.99	8.99
Vaxine	£5.99	£5.99	–
Dragon spirit	£6.49	£4.99	–
The Seven Gates of Jambal	£5.99	£4.99	–
Impact (*)	£5.99	–	£5.99
Summer Olympiad (*)	£5.99	–	£5.99
Winter Olympiad (*)	£5.99	–	£5.99
Ninja rabbits (*)	£5.99	–	£5.99
Kenny Dalgleish soccer manager	£6.49	£5.49	–
Aquanaut	£7.49	£6.49	–
Jack Nicklaus great 18 (*)	£8.99	–	£8.99
Time	£6.49	£6.49	–
Betrayal (†)	£9.99	–	£9.99
The Kristal (*)	£7.49	–	£7.99
Deja Vu 2 (†)	£6.49	£7.95	£6.49
Brian Clough (*)	£7.49	£7.49	£7.49
Nevermind (§)	£7.49	£6.49	£7.49
The Ultimate Ride	£6.49	£6.49	–
Days of Thunder (§)	£5.99	–	£5.99
Netherworld (*)	£6.49	–	£6.49
Question of sport (†)	£6.49	–	£5.99
Champion of the Raj (†)	£4.49	£6.49	£6.49
Beyond the ice palaces	£5.99	£5.49	–
Battleships	£5.99	£5.49	–
Narco police (†)	£5.99	–	£5.99
Daily double (*)	£6.49	–	£6.49
Sporting triangles Chambers of Shaolin	£5.99	£5.99	–
(?)	£6.49	–	£6.49
4D sports boxing (*)	£8.99	–	£8.99
4D sports driving (*)	£8.99	–	£8.99
Horror zombies from the crypt	£7.49	£7.49	–
Moonshine racers (†)	£7.49	–	£7.49
Resolution 101 (*)	£7.49	–	£7.49
Stormball	£7.49	£7.49	–
Round the bend	£6.49	£5.99	–
Disc (†)	£6.49	–	£6.49
Alpha waves (*)	£6.49	–	£6.49
The light corridor (*)	£6.49	–	£6.49
Mystical (*)	£6.49	–	£6.49
Drakkhen (*)	£6.49	–	£6.49
Murders in space (*)	£6.49	–	£6.49
Pop up (*)	£6.49	–	£6.49
Tin tin on the moon (*)	£6.49	–	£6.49
Under pressure	£5.99	£5.49	–
The ball game (§)	£5.99	£5.49	£6.49
Dark sphere (†)	£5.99	–	£6.49
Germ crazy	£5.99	£5.49	–
Xiphos (*)	£6.49	£5.99	£6.49
Rotox	£6.49	£5.49	–
Wolfpack	12.49	12.49	–

KEY

–=Not stocked in that format
The following symbols apply to PC owners only
*=Available on 5.25/3.5
†=3.5 only
§=5.25 only

AMIGA ONLY

	Price
Nebulus	£4.99
Batman the movie	£5.49
Gremlins 2	£5.49
New Zealand story	£5.49
Who framed Roger rabbit?	£5.99
Galaxy force	£5.99
Gravity	£5.99
Captain fizz	£5.99
Warp	£5.99
Mindfighter	£5.99
Kenny Dalgleish soccer match	£5.99
Striker	£5.99
Legend of the lost	£5.99
Web of terror	£5.99
Renaissance	£5.99
Afterburner	£5.99
Insects in space	£5.99
World cup 90	£5.99
Captain planet	£6.49
Badlands	£6.49
Championship run	£6.49
Stryx	£6.49
Running man	£6.49
Keep the thief	£6.49
Steve Davis snooker	£6.49
Fast break	£6.49
The Champ	£6.49
Dragonbreed	£6.49
Yolanda	£6.49
Gemini wing	£6.49
Operation harrier	£6.49
Shockwave	£6.49
Zapathrusta	£6.49
Hydra	£6.49
Armalyte	£6.49
Mad Professor Mariarti	£6.49
Cronicles of omega	£8.99
9 lives	£6.99
Blade warrior	£7.49
Chrono quest 2	£7.49
Ballistix	£7.49
Back to the future 2	£7.49
Menace	£8.99
Simulcra	£8.99
T.N.T. (compilation)	£8.99
Cisco heat	£9.99
Deluxe paint two	£11.99
World of flight (Comp)	£29.99
Puzznic	£9.99
Unreal	£9.99
Escape from Colditz	£11.99
Oops up	£6.99
Bionic commandos	£4.99
Phobia	£5.49
Fushion	£5.49
Everton intelligensia	£4.49
Tusker	£6.49
Willow	£5.99
Zynaps	£4.99
Scramble spirits	£5.49
Predator 2	£6.49
Technocop	£5.49
Crackdown	£5.99
On court tennis	£6.49
Anarchy	£6.49
Hunter	£7.49
Roadwars pack	£7.49
Brat	£7.49
Killing cloud	£7.49
Microprobe soccer	£8.49
Airbourne ranger	£7.49

ST ONLY

	Price
Turbo GT	£4.49
Action service	£4.49
Wanted	£4.49
Strike force harrier	£4.99
Leonardo	£4.99
Turbo outrun	£8.99
Winners (Comp)	£8.99
Z-out	£9.99
Roadwar bonus edition (Comp)	£8.99
Monster pack	£14.99
Sky fox 2	£4.99

PC ONLY

Tournament golf (†)	£6.49
Hard driving 2 (§)	£6.49
Das Boot (*)	£12.49
Turtles (§)	£7.49
Alex Higgins world snooker (†)	£4.99
Frank Bruno big box (*)	£6.49
Paperboy (†)	£7.49
Breach 2 (†)	£7.49
Thunderstrike (†)	£7.49

Please note that Livewire also stock a large selection of P.D. for the Atari ST and AMIGA!

For a list send a stamped self addressed envelope and a blank disk to us!

TRADE IN ARRANGEMENTS. Livewire will give anyone £200+ off the price of a brand new Commodore CDTV machine or a AMIGA 1500 when they part exchange a AMIGA or ATARI STFM/E (not M) for one of these machines! Livewire will also consider in part exchange ANY computer or console against any of our brand new computer's or consoles!

ORDER DETAILS: Postage and packaging on all software titles is 75p per game (overseas £1.75). Postage and packaging on hardware and peripherals is included in the price in the U.K. overseas prices for delivery negotiable, all items subject to availability. Please allow time for cheque clearance, although most software orders are despatched by return post. Please make all cheques payable to "Livewire" Livewire regrets that credit card orders will not be accepted at present.

MORE DISCOUNTS.
Please note at the time of this ad going to press we are expecting many many newer game titles at heavily discounted prices! Please phone for details!





Kitting him out with a tutu and a pig mask (in the absence of a proper flying jacket, helmet and goggles) we sent MICHAEL HORSHAM to the Gulf in MicroProse's mouse 'n' keyboard operated MEGA-FORTRESS to 'take out' some troublesome installations.

MEGAFORTRESS

Apparently, they went to a nice little restaurant and then onto a club and didn't get in until half past nine that night.

AMIGA

DUMPING YOUR LOAD

Ordnance, lads – and loads of it! (That's 'bombs' to you, sonny.) Missiles and weapons of death, fear and destruction. Before you can dump your load over the unsuspecting citizens of a middle eastern state, you have to fuel-up and load them into the various bomb bays and tubes on your converted B-52 while it's in the hanger back at base. The weapons you choose also have to match the requirements of the mission you've selected (in other words, runway bombs are good for bombing runways and cruise missiles are good for cruise missile-ing radar sites and other targets).

Dropping these explosives on your targets or firing them at incoming MiGs or missiles is an operation using the mouse and the 'onboard camera' (which gives the radar the target to track and then lock onto). Launching is entertaining stuff, as a camera in the nose of the missile can be selected to give a cosy view of impending death and destruction as your mechanical nemesis streaks towards its victim.

THE WINDSCREEN WIPERS OF DEATH

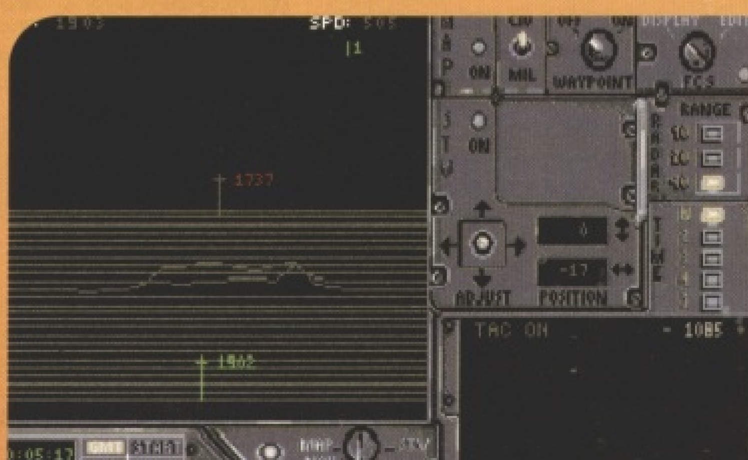
A TRUE STORY OF HEROISM



Picture the scene: the night wind blows across the desert sands under a sky strewn with stars like quicksilver carelessly cast upon a velvet blanket of deepest blue. All is silent – the desert sleeps. Then, without warning, winged death thunders overhead in the shape of the Megafortress. Unfortunately, the pilot hasn't yet worked out how to refuel in mid-air and the only switch he can make sense of in his cockpit is the one controlling the windscreen wipers. Bedouins and soldiers cower in terror as the wipers sweep viciously across the glass. "Flee!" they cry, "Flee!"

Feeling ever so slightly silly, the pilot turns and heads for home, secure in the knowledge that his motherland is avenged and mothers and children back home in the USA can sleep soundly in their beds, thanks to the windscreen wipers of death.

MEGAFORTRESS: out now from Mindscape on Amiga, £34.99



FLYING THIS BABY

The job of flying your specially adapted B-52, which has a low radar profile and big wings, is mostly performed from the navigator's position. With the aid of Short-Term Waypoint Setting and a nifty Terrain Avoidance System, the auto-pilot should fly you straight to the heart of your mission.

MicroProse's ace flight sim was a bit of a world beater on the PC, and now the Amiga version brings the thrills and spills of bombing and maiming to the 1Meg Amiga. It's worth remembering that unless you've got a double disk drive or a hard disk to load the game into, your missions will be constantly interrupted by a whole mess of irritating disk-swopping. But if you have the necessary hardware and the patience to learn all the controls, *Megafortress* is a cracking flight 'n' fight sim – full of detail, atmosphere and things to do, right from take-off to precision bombing to landing back at base.

Z

GRAPHICS 88	PLAYABILITY 85
ADDICTIVENESS 88	SOUND 90

Overall: 88

lemmin

PATRICK McCARTHY loves small furry animals. (Quite regularly, as a matter of fact.) We gave him LEMMINGS to review on the Super NES, on the proviso that he didn't 'get involved' with any of them.

SUPER NES

Climber:

Select this icon and then click on a lemming and he will climb vertically as soon as he comes to an obstacle. Maintains superb grip by washing his hands and feet in lemming wee every night.



Floater:

Give a lemming an umbrella and he won't do anything so mundane as use it to deflect persistent drizzle. He'll jump off a cliff and put it up halfway down, Mary Poppins-style, thus avoiding a spectacular and messy death.



Bomber:

This chap's a walking time-bomb – he blows up, taking much of his surroundings with him. A warning to tense overachiever-types everywhere.



Blocker:

This little tinker stops everybody getting past them, rather like a miniature bouncer, except without throwing people through plate glass windows. He usually ends up as a bomber once you've finished with him.



Contemplation Time



Do you ever sit back late at night, when the world is quiet and the stars are playing peek-a-boo among the fluffy darkling clouds, and think to yourself how different the world would be if you had even the tiniest smidgeon of talent? And then do you think: "Gosh, but it wouldn't matter that I had no talent if I had a close relative who worked for the BBC – look at Liz Kershaw." And when you realise that you're not particularly talented, have no relatives, and in fact you're thick as pigshit, do you get all disheartened and want to throw yourself off a cliff? Well, now you know how lemmings feel.

They're the Paul Daniels of the rodent world: undersized, totally unlovable and very, very sad. Have you ever heard anyone say: "Oh, the poor, sweet things" the first time they hear about the lemming's in-built urge to throw itself over a vertical drop? No – they laugh. Everyone laughs. It's like the first time you notice Jeremy Beadle's right hand. You can't *help* but laugh. So it was pretty odd when the game first appeared – you're actually supposed to *save* the little divvils. Weird or what?

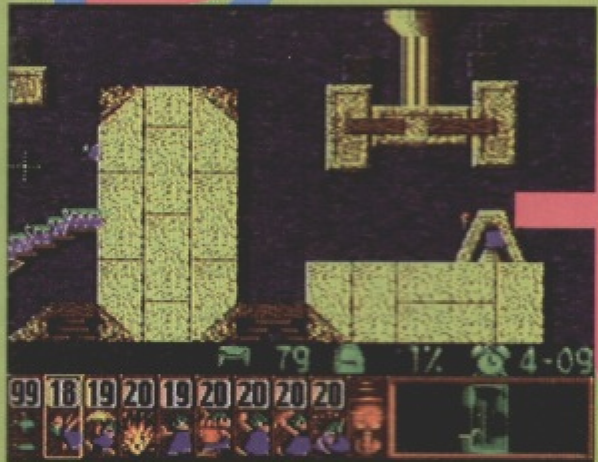
Lemming that does nothing to help the game but we could have done with:



gs

Farter:

Stands still and breaks wind very loudly indeed. Other lemmings all run away, holding their noses. Very useful for clearing hazardous areas.



Builder:

Builds bridges to help his comrades cross otherwise insurmountable gaps. Only does it for a while, though, before walking off the end of the bridge. You have to keep an eye on him.



Basher:

The raving lunatic (or 'small minority who spoils it for everyone else') of the lemming world. He smashes his way horizontally through any obstacles foolish enough to be in the same postal district.



Miner:

You probably don't remember miners in real life. A miner used to be someone who worked in a mine. In Lemmings, the miner digs diagonally downwards, and doesn't stop until it gets to the bottom of the screen,



Digger:

Digs vertically downwards at an alarming rate, with the same dedication displayed by the miners.

What It's All Abart

1. Mongs Only

This bit is for mongs only, because I don't see how anyone can have lived long enough to be able to read and still not have heard of *Lemmings*. If you haven't, you're obviously a mong. I'll do the next bit in very short sentences just for you. You get these lemmings. They get dropped from a hatch. They just walk. They fall over the edge of gaps and things. You have to get them safely to an exit point.

2. Everyone Else

I've had enough of pandering to those intellectual dwarves. There are (literally) hundreds of levels, and four levels of difficulty. Each screen produces a new problem, and requires different lemming skills to overcome it. You only have certain combinations of lemmings available, and there's a time limit, a variable release rate and a set percentage of lemmings you have to save. In the fab two-player game it's manic action all the way, with your opponent interfering with your lemmings willy-nilly. *(Oo-er! Ed.)*

Controlling Lemmings

I wasn't sure how easy it would be to control the game without a mouse, but it works very well with the control pad. There's no zipping back and forth between icons and lemmings, because you use the X and Y buttons to cycle between icons, which makes everything a lot easier. You can get a mouse for the Super NES now anyway, but now that I've used the joypad I almost prefer it.

There's Lovely

Lemmings was, is, and always will be a genuinely classic game, with an addictiveness and playability that few others can match. It was completely original when it first appeared, and has inspired countless attempts to copy its style of gameplay. This is an outstanding conversion. Great graphics, great animation, great Mantovani music, great gameplay, addictive as hell... what more could you want from a game? Apart from the facility to fraudulently get £4,000 into your bank account, of course.



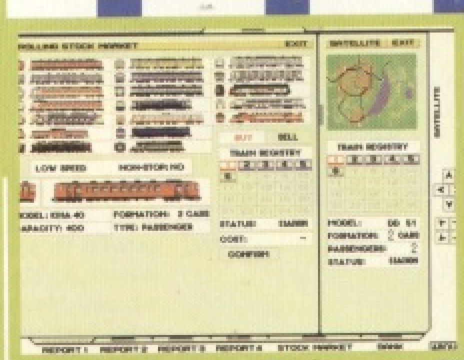


A-TRAIN



PEECEE

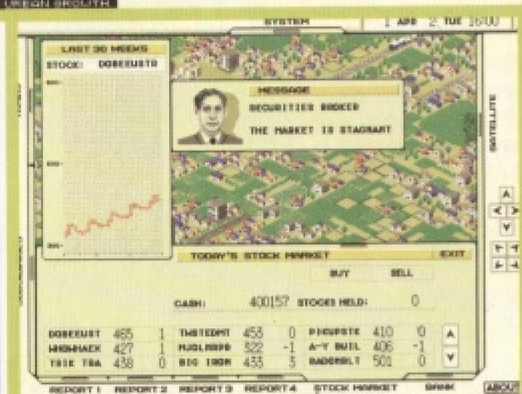
Strangely enough, Maxis' new plan 'em up, A-TRAIN, is one of those games for which the term 'trainspotter' could have been invented. Stranger still, MICHAEL HORSHAM is the kind of person for whom the term 'train-spotter' induces red mist before the eyes and a wailing and gnashing of teeth. What would the self-styled leader of the British Anti-Anorak League make of this gricer's* delight?



Operating these train-infested worlds is simply a matter of calling up the relevant menu from the flags around the edge of the game screen and clicking on the right commands.

LEAVES ON THE TRACK

The aim of the game is to establish, develop and run a mass transit system based on trains (surprise!) and so aid and abet the economy of the little simulated people who live in the computer. Sounds easy, doesn't it? But when you're actually in there pitching for business it's hard. God! It's hard.



After a few hours A-Train-ing, it began to seem that running a railway on your own is a bit like playing three trumpets and tap-dancing while juggling jelly and running up some new curtains for the front parlour. And I should know – I've tried it.

There's so much to take care of in the awesomely-detailed world of A-Train. Not only do you get spreadsheets and accounting details, but also the opportunity to monitor each and every one of your trains while you decide whether to build an amusement park, construct a ski resort, lay track, buy superfast Shinkansen bullet trains or try making money by trading on the stock market. Because it's a bit of an adult game, the potential for boredom is high, but strangely enough I found the combination of detailed animation and the juggling of corporate finance a bit compulsive. So I'm going to see someone to get some help.

THE WRONG KIND OF SNOW

There are six scenarios to choose from, ranging from a barren landscape with hardly a train on it to a cityscape with a relatively healthy mass-transit system already operating. In each case the graphics are well conceived and executed, with such details as snow in winter, swiftly-changing night and daytime and even a flock of migrating cranes which flies across the screen in early April and October.

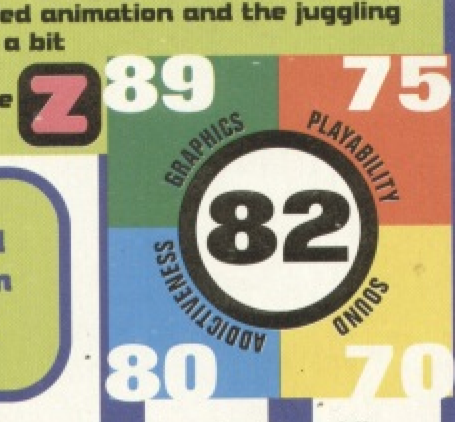
A Psychologist Writes

Repeated playing could lead to a fascination with figures and trains, resulting in a condition we psychologists call Trainus Spotteritus or 'Look At That Sad Anorak'.

VOLES ON THE LINE

This genre is well established now, with a whole load of programs which put the player at the helm of cities, planets and other large organisations. On the whole, the likes of *Sim City* offer snappy, witty and – hey! – even educational games which bowl along and keep you absorbed, interested and entertained all at the same time. If you've played any of those kind of sims, *A-Train* will be a piece of cake – even though it may well be a three-week-old rock bun, wrapped in damp clingfilm and heaving gently on the buffet counter.

A-TRAIN: out at the end of August from Maxis on PC, £39.99



*Gricer = one who is abnormally attracted to public transport and its workings.

CALL 0839 121150

Long ago, in a forest deep and dark, there lived a race of small, hairy things called Hobbits. You could often find them at dawn or when the dusk crept across the land. The Hobbits lived in underground burrows, in peace and harmony with nature. But they inhabited a land of Wizards and Goblins who were in search of the powerful, mystical rings which lay somewhere beyond the misty mountains... we think.

Anyway, here's your chance to check out if all of the above is true by entering a truly spiffing compo, with prizes donated by the fabulous Interplay – the people behind *Lord Of The Rings Volumes 1* and *2*.

win!

Simply ring the telephone number, left, and listen to the recorded message. Then, when it's over, state the letter corresponding to the correct answer for each question. Don't forget to give your address and the format of game you require, in case you win.



QUESTIONS

1 Who wrote The Lord Of The Rings?
A] JR Ewing.
B] JR Hartley.
D] JRR Tolkien.

2 What is The Hobbit?
A] Something nasty that you might find lurking in your underpants.
B] The name of a famous fantasy novel.
C] An electrical appliance for converting a coffee table into a cooker.

3 What is Interplay?
A] The EA-affiliated software company responsible for publishing The Lord Of The Rings Volume I and II
B] The fun bit in between lessons at school.
C] Something to do with rumpy-pumpy.

Interplay have kindly donated the following to entice all Hobbit-lovers into entering this fab compo. What's more, Hobbit-lovers, all information is confidential and will not be passed on to the authorities.

- Three exclusive, not-available-in-the-shops-style prints by famed West Country artist Alan Lee (the of *Faeries*, *The Mabinogion*, *Merlin Dreams* and *Erik The Viking* Fame). This, we should add, is a pretty spesh prize, because there'll only ever be 75 of these beautiful prints in the whole world ever, so there! (Psst! Might be worth a few bob in the future too, knowarramean?)
- Ten copies of the special, ultra-collectable centenary edition of the book Lord Of The Rings by JRR Tolkien published by Harper Collins.
- Fifteen copies of Lord Of The Rings Vol 1 for the Amiga or PC.

WIN! 15 COPIES OF THE *LORD OF THE RINGS VOL 1* GAME

WIN! THREE LIMITED EDITION *LORD OF THE RINGS* PRINTS!

WIN! 10 COPIES OF TOLKIEN'S *LORD OF THE RINGS*!

- Anyone who has anything to do with Interplay, ZERO, Dennis Publishing or Hobbits in real life is barred from entering this competition.
- The Ed's decision is final, because she has the dark powers of wizardry at her disposal.
- Make sure you have the bill-payer's permission before you ring. Calls to the compo lines cost 36p per minute cheap rate and 48p per minute at all other times.
- Entries phoned through after September 30th will be given to arch villain and general bug-eyed underground slimeball, Gollum, to drip over and spoil, my precioussssssssssss.

oi, you-HOBBIT!

ACE



Sierra's *Red Baron* on the PC was totally fantastic, while the Amiga version was a pile of old jobbies. Now Sierra has released the follow up. It's called ACES OF THE PACIFIC, it uses the same game engine and it promises to be hot stuff. We decided to let ZERO's very own 'hot stuff' review it, er... but he wasn't available, so we plumped for DUNCAN MACDONALD.





KAMIKAZE HANDLING



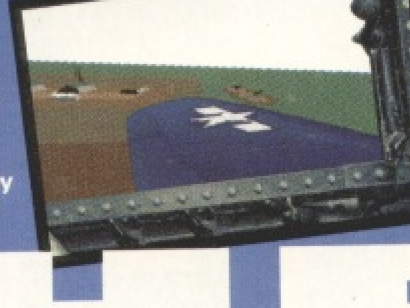


All the planes in *Aces Of The Pacific* come, as planes do, with their own handling characteristics. The Zeros and Mustangs can be thrown around every which way, while others are not quite so nifty. I don't know about you, but I always thought the P-38 would be rather tasty, but according to the way it responds in this simulation it's about as manoeuvrable as a plate of jelly. P-38 Lightning? P-38 Shitehouse more like – it's almost as if America had its own kamikaze plane.

BOGIES ON YOUR TAIL



The graphics are superb – the polygons *and* the bitmapped bits. Look out of the right or left-hand side of any of the planes, tug on the joystick and you'll see the ailerons wibbling about on the wings. Look out of the rear window when you've got a bogie blazing away on your tail and "ping, ping, ping" – bullet holes in the glass. Look back to the front and there might well be some there as well – and peppered all over the wings, come to that. It's all extremely atmospheric.



STRAFING CHERYL BAKER



Rather than go through all the options step by step, I'll say just this: you can make the game as simple or as realistic as you like. (All the way down to whether or not your engine burns out if you over-rev for too long or whether or not you get sun glare.) You can fly for the Americans or the Japanese and can enrol in a full war career. To cut a long story short, *Aces* contains all the options you'd want. *(How about one where you get to strafe Cheryl Baker's house? A Reader.) (Shut up. Ed.)*

OF THE

ES

The first thing I ought to mention about *Aces Of The Pacific* (although it's blindingly obvious and you'll no doubt have guessed by the name), is that it's set in the Pacific during the second world war. So it's not Tommies versus Krauts over the English Channel, but Yanks versus Japs on the other side of the world (sort of near where coconuts and things come from). The playing area is massive (as you'd expect, given that it's a vast chunk of the Pacific Ocean), but how large exactly? Well, a picture paints a thousand words, so check out the in-game map of the entire area, with an inset map of the UK from an atlas stuck in by us to help you grasp the scenario size. It makes travelling on the train from Birmingham to Hull look a bit pathetic, doesn't it?

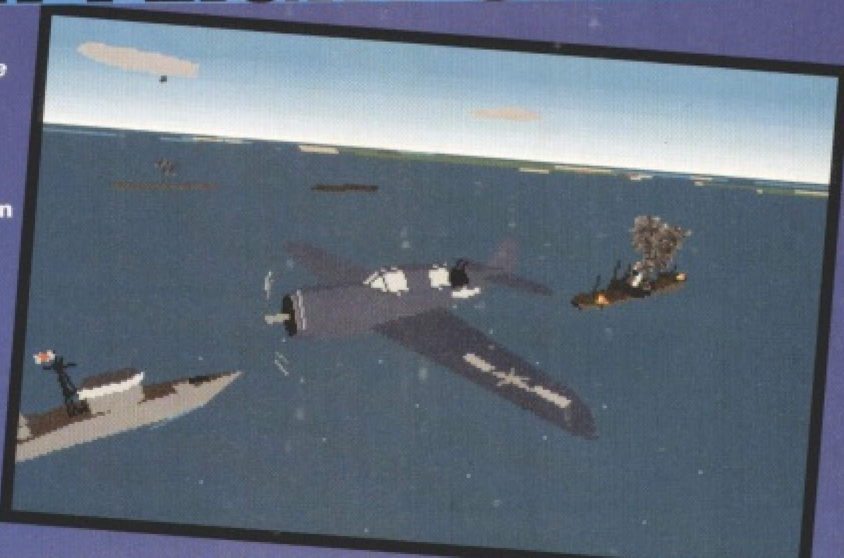
WIRED FOR SOUND



Where things start to get even better is when you stick the headphones on or crank up the speaker volume, because with a state of the art sound board hearing is still not quite believing. If you're in the air alone you hear the realistic drone of your own engines, but as you near other aircraft you can also hear the hum coming from them getting louder as you approach. Same with the cannon fire – if someone's shooting at you from a distance it's rather quiet, but when they're right up your arse it's deafening. In the heat of a battle – be it air-to-air or ground-to-air – you're surrounded by sound.

WHICH FLIGHT SIM?





Anyway, *Aces Of The Pacific* is fantastic stuff throughout, and I haven't had so much fun since *Chuck Yeager's Air Combat*. But the problem with the PC is that there are several other brilliant flight sims also available for it, which makes the 'which one do I get' decision rather tricky, unless you're so loaded you can afford to buy them all.

So where does *Aces Of The Pacific* fit into the list? Well, right up near the top, in fact. If you've got a halfway decent PC and you want first-class aerial action set in WWII, you've got to buy *Aces Of The Pacific*. If you've got a crap PC, then buy a better one.

But what's the Amiga version going to be like? You may very probably be an Amiga owner yourself, and you've read this far simply because *Aces* is going to be available for your machine in the not-too-distant future. Well, Sierra stuffed up the PC to Amiga conversion of *Red Baron* so badly it'd be nice to think that they'd learnt their lesson. And they have, er... there aren't any definite plans to produce an Amiga version of *Aces Of The Pacific* at present. Well, Dynamix could have tried to take a leaf out of MicroProse's book and rewrite the whole of the *Aces* code from scratch, rather than just porting it across in a half-arsed fashion, but I guess they decided they just couldn't do it justice. It's probably just as well when you take a look at the running speed of the Amiga *Red Baron* – one frame per year. *Aces* would've ended up with one frame per century.

Er... it's that good.

Graphics	Playability	Addictiveness	Sound	Overall
93	93	93	93	93

ACES OF THE PACIFIC: out now from Sierra on PC, £39.99





MUTT'S NUTS

PACIFIC

DEAD SMART OFFERS!!!

Here's your chance to get your maulers on some really rockin' mags. Just the job for all fans of footy, cricket, rasslin and right on rock! Also on offer are some top quality goodies and REAL pictures of your favourite stars. So if you want a piece of this happenin offer just choose from the selection opposite and fill in the coupon below!

ORDER FORM
Please complete this coupon in BLOCK CAPITALS and send it with the correct payment to DENNIS DIRECT (OS), P.O. BOX 2505, ALCESTER B50 4JU.

We can only accept cheques, postal orders or orders placed with a credit card. Please DO NOT send cash through the post.

Tick Here	QUANTITY
☐ AD13B Guns N' Roses Live in Britain £2.00	....
☐ AD12B Rocking Live with Guns N' Roses £2.00	....
☐ AD08B Smells Like Nirvana - Kick It! No. 2 £2.00	....
☐ AD18B TV Wrestlers - issue 1 £2.00	....
☐ AD19B TV Wrestlers - issue 2 £2.00	....
☐ AD07B Ian Botham A Living Legend £2.00	....
☐ AD15B All About Lineker £2.00	....
☐ AD14B Wimbledon 1992 £2.50	....
☐ AD16B Olympics 1992 £2.50	....
☐ HD96B Gary Lineker England 10 Pack £4.99	....
☐ HD59C Ian Botham 10 Pack £4.99	....
☐ HD91B Nirvana 10 Picture Pack £4.99	....
☐ HD94B Axl 5 Pack £3.99	....
☐ HD54A Guns N' Roses Impaled Skull Pendant £6.95	....

TOTAL NUMBER OF ITEMS ORDERED ....

NB Overseas orders only: We can only accept Visa/Mastercard, Eurocheques in £s Sterling and Sterling cheques drawn on a London bank. Please add £3.50 for overseas orders to cover the extra postage.

☐ I enclose a cheque/postal order for £..................... made payable to Dennis Direct
OR
☐ Please charge my ☐ VISA ☐ MASTERCARD (please tick box)

Credit Card Number..

Cardholder's Name..

Expiry Date .... Signature ....

Name ....

Address ....

....

....

....Postcode ....

NB orders are normally despatched within 10 days, but please allow 28 days for delivery.
If you don't want to spoil your magazine, you may photocopy this coupon.

04 - 92 - 60

MEAN MAGS

Guns N' Roses Live in Britain

Rocking Live with Guns N' Roses

Smells Like Nirvana

TV Wrestlers Issue 1

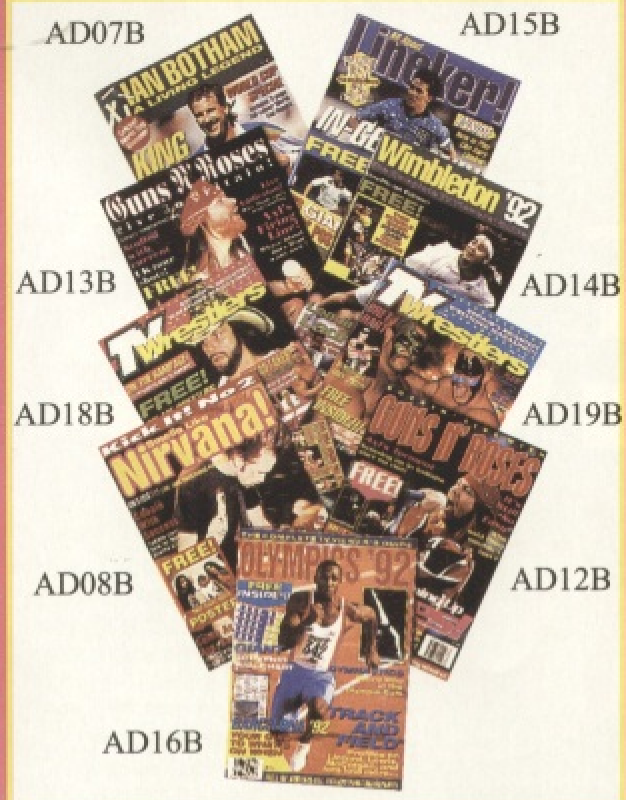
TV Wrestlers Issue 2

Ian Botham A Living Legend

All About Lineker

Wimbledon 1992

Olympics 1992

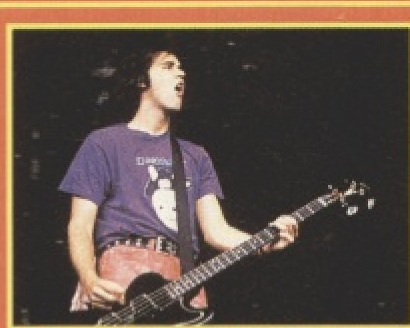


ACE PHOTO PACKS!!!

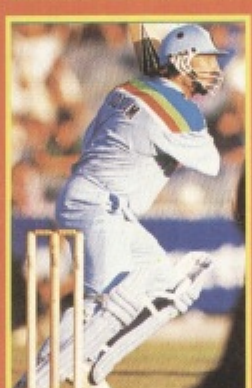
EACH PICTURE PACK CONTAINS TOP QUALITY 6" x 4" GLOSS PRINTS IN FULL GLORIOUS COLOUR

Gary Lineker England 10 Pack
***Order No.* HD96B *Price:* £4.99**
In these ten superb shots, Gary sports his England colours.

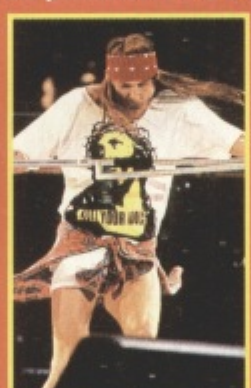




Nirvana 10 Picture Pack
***Order No.* HD91B *Price.* £4.99**
Don't miss these ten great snaps of the phenomenal trio from Seattle.



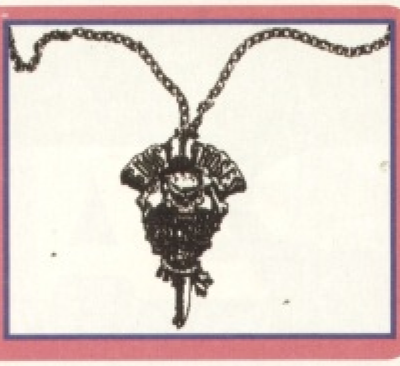
Ian Botham 10 Pack
***Order No.* HD59C *Price:* £4.99**
Ten assorted pictures of Ian Botham selected especially from the recent World Cup matches.



Axl 5 Pack
***Order No.* HD94B *Price.* £3.99**
Five FULL colour pics of Axl, the one they call "the wild man of rock".

SPECIAL OFFER

Guns N' Roses Impaled Skull Pendant
***Order No.* HD54A *Price.* £6.95**
IT'S MEAN! New official Pendant - Outsold everything this year!





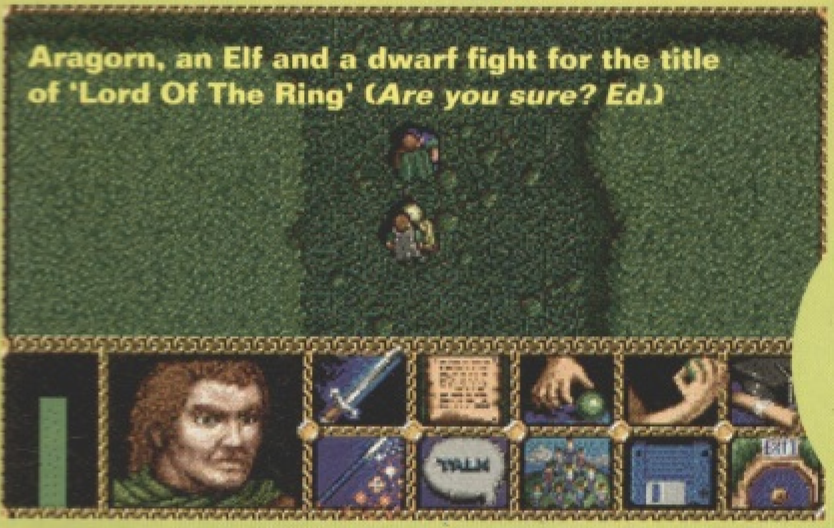
PEECEE

***Lord Of The Rings*, the story of one American teenager's attempt to own his own circus, has long been the favourite book of many an emotionally-retarded teenager. We have no truck with those sort, so we gave THE TWO TOWERS to PATRICK MCCARTHY instead.**

RING PIECE

JRR Tolkien has a lot to answer for. *Lord Of The Rings*, his tale of fantasy adventure, animal husbandry and free love among the variegated hollyhocks inspired a political movement, a film genre and millions of imitative novels. It also instigated the entire disgusting sixties hippy movement – the only time in which it was socially acceptable to have dirty toenails, which is a pretty horrid thought, isn't it? No wonder he hated the book, lived in solitude in a cork-lined, soundproof room and committed suicide at the age of 23. (*Are you absolutely sure about all this? Ed.*)

Lord Of The Rings (the game) came out some time ago, but dealt largely with the first chapter of the book. It doesn't mention how many chapters *The Two Towers* deals with, and I haven't read the book myself, but there must be quite a few more chapters than two in it, so presumably there are more to come.



Aragorn, an Elf and a dwarf fight for the title of 'Lord Of The Ring' (*Are you sure? Ed.*)

RING APPEAL

Like the first 'volume', I'm not really sure who this game will appeal to. If you don't know much about the book, you won't find enough in the gameplay to grab your attention and keep it. Then again, if you love the book and know it by heart, you should be able to find your way through this with little difficulty, but I don't know how much fun you'd have doing it.

CONTROL TOWER

The Two Towers has a fairly standard icon-based control system which is so simple to use, you can do so without having to look in the manual (which is lucky, as my remedial adult literacy classes were cut by my local authority). The combat scenes are, again, fairly basic graphically and not particularly well-animated, but easy to control and win.





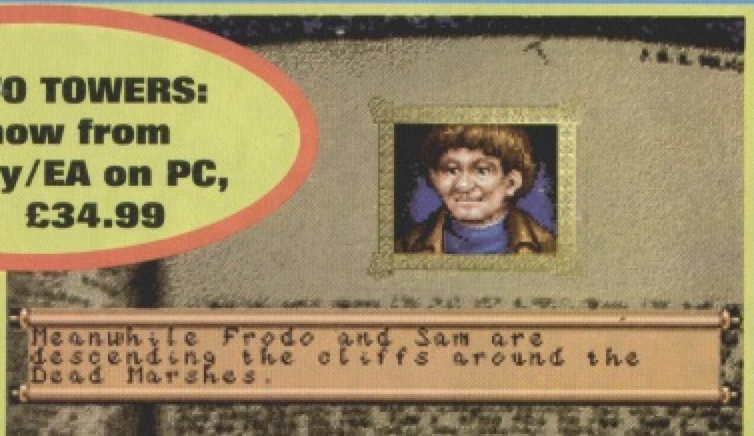
READ & WRITE

There's a great deal of reading to do, both on-screen and in the ma and sometimes both at the same time, as in: "You cross the rickety bridge... now read paragraph 132 in the manual." So you plough t paragraph 132 and its lengthy descriptive passages, then move on the most effective use of plot-unravelling.

The main challenge in the game is figuring out what to ask characters. There's none of this multiple choice nonsense, as perfected by the likes of Lucasfilm – you either work out what to ask or you're jiggered. One character couldn't help me with questions about "bag of gold" – even though they'd just asked me to help them find it – although they did know about "gold". It doesn't help having a parser that's that inflexible. They're also annoyingly persistent, these foresty chaps – if you can't ask them the right question and give up and walk off, they keep rustling in the undergrowth and appearing time after time. They still don't give you any help as to what to ask them, though.

THE TWO TOWERS: Out now from Interplay/EA on PC, £34.99

Z



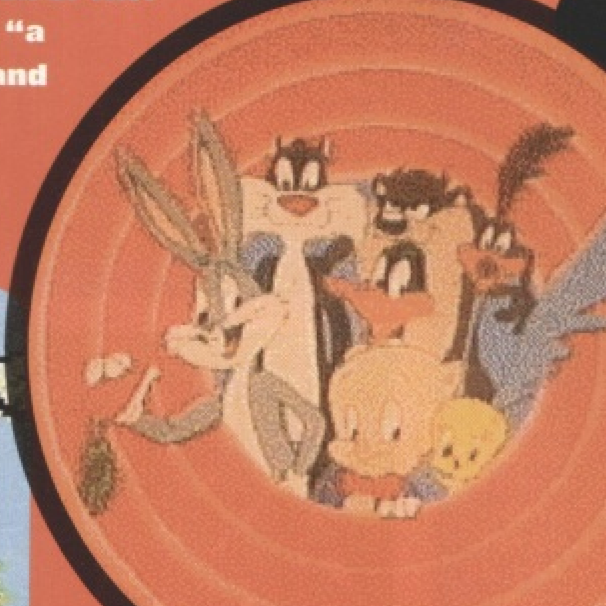


Tiny Toon Adventures

NES

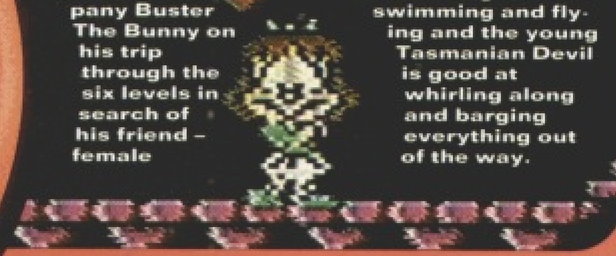
"Easy," thought MICHAEL HORSHAM as we despatched him to look at Konami's version of TINY TOON ADVENTURES on the NES, "a bunch of stunted ducks, cats and Tasmanian Devils – piece of cake." But he reckoned without Arnold the Pit Bull and the Luscious Elmyra...





tooning up

At the beginning of a game, you're faced with Shirley The Loon – a small, insane duck who initially offers the choice of three companions to accompany Buster The Bunny on his trip through the six levels in search of his friend – female bunny, Babs. Each of them – Furrball The Cat, Dizzy Devil and Plucky Duck – have different characteristics which can help in your progress through the game. The rabbit leaps about (as you'd expect), the duck's good at swimming and flying and the young Tasmanian Devil is good at whirling along and barging everything out of the way.



TINY TOON ADVENTURES: Out in Early Ocober from Konami on the NES, £39.99

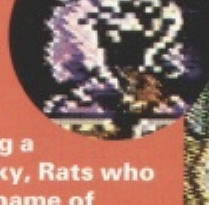
toon cartoons



Platform stylee, Buster Bunny and the rest of the cast of juvenile cartoon favourites inhabit a sideways-scrolling world which ought to be as easy as peasy. After all, you don't send a bunch of toddlers to do a man's job, do you? I mean, given the fact that all of the characters look about three years old, and as cute as hell, you'd think you could just stroll through this and then have time for a spot of fly fishing or bird watching. But that's not the case, I'm afraid. Although this is a pretty standard horizontal scroller, with the usual amount of grabbing things like carrots along the way for extra lives and stuff, some of the tasks these Tiny Toons are asked to perform are not as easy as they first seem.

offing the meanies

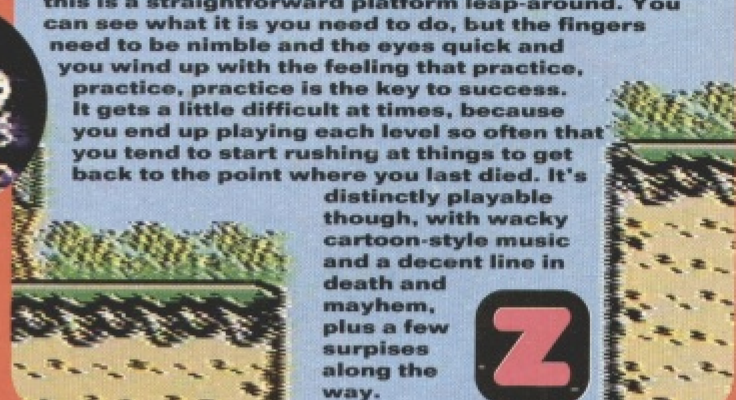
Killing the army of meanies sent against you is an easy matter on the face of it – you simply jump on their heads or slide into them (or if you're in Dizzy Devil mode, whirl at them). The horrid characters, all controlled by mad millionaire Montana Max, are a suitably weird bunch. They range from an eyeball wearing a hat called Blinky, Rats who answer to the name of Roderick, a terrifying pit bull called Arnold and a walking American football called Pigskin.



toon travel



Moving through this landscape is a question of leaps and bounds and making the most of the abilities of each of the characters. Keeping you going is a selection of carrots which you need to collect to trade in for extra lives with a pig called Hamton. On the whole, this is a straightforward platform leap-around. You can see what it is you need to do, but the fingers need to be nimble and the eyes quick and you wind up with the feeling that practice, practice, practice is the key to success. It gets a little difficult at times, because you end up playing each level so often that you tend to start rushing at things to get back to the point where you last died. It's distinctly playable though, with wacky cartoon-style music and a decent line in death and mayhem, plus a few surpises along the way.





A Tiny Toon perfects the art of stage-diving.

a strangely gripping rabbit

Tiny Toons is strangely gripping stuff, because the animation is smooth if not a bit slippery, and the cartoony feel of the whole thing adds character to the characters, so they're fun to watch. Even though they're set against a series of pretty bland backdrops, the action keeps you stimulated. It's notably different to the Game Boy version, with a marked absence of all of the sub-levels and the fruit-throwing that made that version of the game so appealing.

Graphics	85
Playability	90
Addictiveness	85
Sound	80
Overall	86

castleva

"CASTLEVANIA IV?" sneered the alarmingly aristocratic LORD PAUL. "That's pathetic – I've got at least six." Deaf as well as posh.

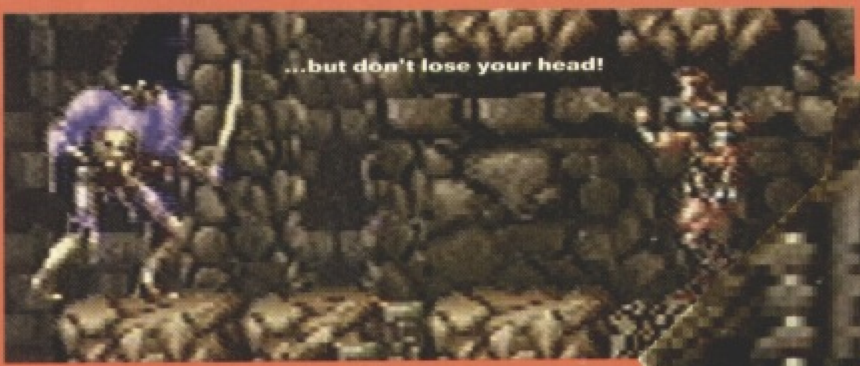




Get up those stairs, Simon...

Simon Belmont has reached a difficult stage in his life. His voice has broken, he's started growing a silly wispy beard and spending an unecessarily long time in the bathroom. He's growing up, and that means things must change. He's got to stop hanging up a stocking for Santa, stop sharing a bath with his sister (she's 34 for chrissake) and start killing vampires. It's a family tradition and, like most family traditions, it's a bit of a bind. You see the Belmonts have always had it in for poor old Count Dracula and at the first sign of trouble from the silly old Count (*Careful. Ed.*), the heir to the Belmont estate nips over to the castle and beats him up.

Meanwhile the rest of the villagers put on leiderhosen and sit in the local tavern quaffing beer and calling each other Jan (some people have all the luck). But you're not one of them – *Castlevania IV* is not a beer-quaffing, or leiderhosen-wearing sim, it's a Drac basher for the purposes of which you are Simon Belmont. But are you up to it? Before trying out the game, try out the ZERO questionnaire on the right, designed to find the real Simon...



...but don't lose your head!

1 ***Do you live, or have you ever lived, in Transyvania?***

a. Yes.
b. No.
c. Not sure, is it near Watford?

2 ***Does your family have a tradition of fighting vampires?***

a. Yes and we're proud of it.
b. Definitely not, no way.
c. Oh alright, maybe... once upon a time... but this is the twentieth century, for chrissakes.

3 ***Are you willing to go into Dracula's castle, fight thousands of fiends and eventually kill the arch bast himself?***

a. You've got to be off your trolley, mate.
b. Of course. The family honour is very important to me.
c. Do I get to sleep with the chick at the end?

4 ***Would you be willing to go into Dracula's castle, fight thousands of fiends and kill the arch bast himself if we told you you were doing it for the sake of a few wrinkly old villagers rather than for the sake of a quick grope in the vestry?***

a. What do you think I am – a ruddy saint or something?
b. Of course – virtue is its own reward.
c. Don't any of the villagers have daughters?

If your answers to the quiz were a, a, b, b then you *are* Simon Belmont – an alarming discovery, since it means that you're nothing but a pixellated game character who'll vanish the moment we switch off the Super NES and go down the pub (a place where you'd

WHIP IT UP (AND START AGAIN)



Despite the 11 levels of pain and danger facing him, Simon is not exactly well tooled up with military hardware. In fact the main tool of his trade is a whip. Mind you, as Indiana Jones proved, a whip is a pretty apaptable tool. (Miss Whiplash proved pretty much the same thing but we won't go into that.)

A THE CLASSIC WHIP TECHNIQUE: Hit someone very hard with a piece of knotted leather and they won't like it very much (unless they went to Public School, of course).

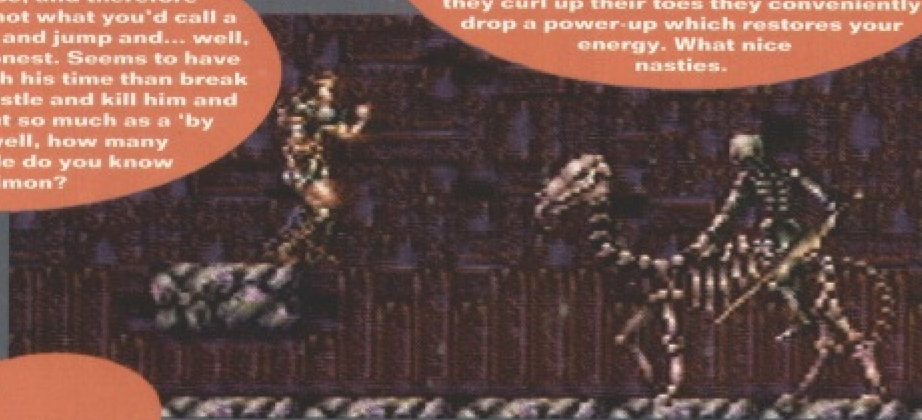
B THE TARZAN VARIATION: The trendy way to travel. Drac's castle is littered with handy hoops to swing your whip off. Fail to master this technique and you'll spend all your time stuck on level one and all your friends will sneer at you behind your back.

C THE NONCE VARIATION: Dangling your whip like a limp conker is a useful way of bashing beasties beneath you. Unfortunately it makes you look completely daft and will probably result in you being followed home by a sailor called Kenneth.

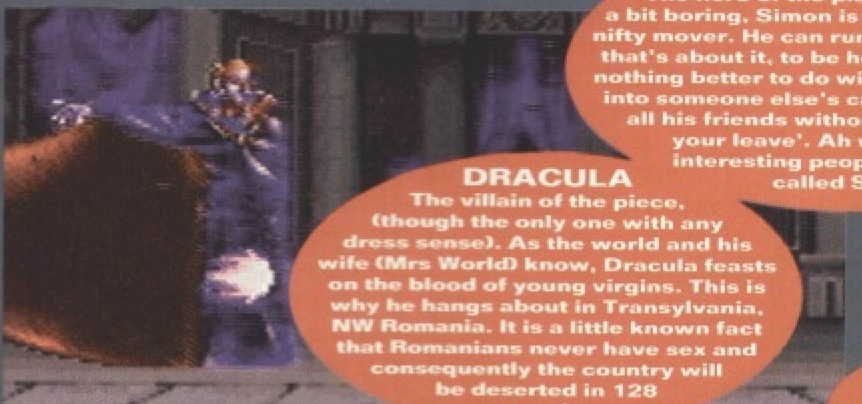
...ania IV

BAST WITH A HEART OF GOLD
We all know about end of level bosses. They're big, smelly and ridiculously difficult to kill. By the time you've finally polished them off, you've lost so much energy you get killed by a vegetarian pixie on the first screen of the next level.
Not so in *Castlevania IV*. Most of the end of level bosses are as soft as shite and, when they curl up their toes they conveniently drop a power-up which restores your energy. What nice nasties.

SIMON BELMONT
The hero of the piece, and therefore a bit boring, Simon is not what you'd call a nifty mover. He can run and jump and... well, that's about it, to be honest. Seems to have nothing better to do with his time than break into someone else's castle and kill him and all his friends without so much as a 'by your leave'. Ah well, how many interesting people do you know called Simon?



DRACULA
The villain of the piece, (though the only one with any dress sense). As the world and his wife (Mrs World) know, Dracula feasts on the blood of young virgins. This is why he hangs about in Transylvania, NW Romania. It is a little known fact that Romanians never have sex and consequently the country will be deserted in 128 years time.



A CANDLESTICKS: Worth hitting as they sometimes hide power-ups.

B SCORE: "What's the point?" you ask. Dunno, but these are the points.

C PLAYER/ENEMY: Power bars, last one to nought is a ninny. ***(Last one to nought is dead, actually. Ed.)***

D EMPTY BOX: Displays your secret weapon... oh. You haven't got one.

E LIFELINES: All that important info, like what level you're on, how many lives/continues you've got and what the time is. ***(How much time you've got left, fool. Ed.).***

F YOU: Simon tries a bit of levitation. Unfortunately he's crap.



SUPER NES

Castlevania iv is a bit like the *Radio Times*, it's crammed full of goodies, but you've seen most of them before. It's a platform spectacular, full of exotic baddies and even more exotic locations. It's the Thomas Cook of platform games. The graphics alone are enough to make you want to run into the street waving a Wild Cherry tea bag round your head and shouting "Anyone for a game of Mah Jong?" Yes, really – they're that good.

But does the game live up to them? When I first saw *Castlevania IV*, I was sure it was the complete and utter dogs bolls. Love at first sight it was, but we all know how long that lasts. Now I think: "Yes, it's good, but it's only really doing all the things the Super NES is good at. The game itself is really a pretty traditional platform adventure. It just happens to have some pretty smart graphics and sound, plus a hair-raising variety of monsters.

On the negative side, it's surprisingly easy (especially the first few levels), and the gameplay isn't all that varied. You run along, fight monsters, swing over the odd gap in the floor and then do a bit more fighting. There are bonuses and bonus weapons knocking around, but none are very exciting or very original.

Cheer up though – *Castlevania IV* is a really fab game, dripping with atmosphere. There's loads of sound, loads of graphics and loads of levels. I'm only whingeing because... (*Because you're a whinger. Ed.*) Alright, partly because I'm a whinger, but mainly 'cos it seems a little too easy to do these tried-and-trusted games very well on the Super NES. What we need are some new-style games that really push the machine around a bit. *Castlevania IV* will do very nicely while we're waiting, though.

find it very hard to get served). If your answers were not a, a, b, b, you're a normal, non-pixellated human being and should enjoy a good bash with *Castlevania IV*. If your answers were all c, you're a bit of a twat (but you probably knew that).

Graphics	Playability	Addictiveness	Sound	Overall
90	88	85	87	88

CASTLEVANIA IV: Available in August from Konami. Priced £44.99

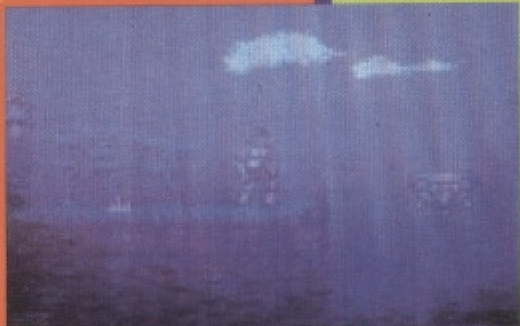
hand jobs

Palm-pumpin', thumb-thrustin', eye-burstin', brain-frustratin', baddie-slayin' handhelds!

switch blade 2

Out in late October from Atari, £tba

Switchblade 2 is a cool platform-style thang where our hero, co-incidentally named Hiro, does the usual 'moving through screens and collecting various collectables along the way'. Killing the baddies in this neat little bundle of joy is a profitable business, as each little thing you kill turns into dollars which can be exchanged at the 'shop' for traditional weapons such as missiles, napalm and laser guns, or the more mystical style of hardware (namely the mysterious and only occasionally effective Dragon – a series of fireballs which orbit the body of our hero, Hiro). Half the skill of *Switchblade* seems to be in tooling-up correctly for the coming fisticuffs, the other half is in the judicious thumbiness that the Lynx demands if you're going to keep your lives and deploy your weapons effectively. The other good thing about this game is that, platform though it is, it doesn't just rely on a simple horizontal scroll to keep you entertained. Move through the levels and you'll find that it gets progressively harder, but there are also bags of little door -ways and avenues for you to explore, along with an abundance of exotic enemies for you to slay. Good animation, quick, smooth scrolling, good noises, scene changes and bags of action of varying sorts should earn *Switchblade 2* the undying respect of sore-thumbed users everywhere.



castelian

GAME BOY

Castelian is a game about towers. The idea is to reach the top of each spherical turret by moving along walkways, jumping on elevator blocks and crossing to the other side of the tower through doorways. The towers are awash with various baddies, blocks which disappear beneath you and others which act like conveyor belts.

An unusual and interesting viewpoint feature keeps the main sprite at screen centre, while the tower rotates around you. This movement effect looks fab, but the downside is that your little pig thingie is about as agile and manoeuvrable as Bella Emburg in a vat of mayonnaise. Yours is the slowest-moving beastie on the screen, and your gun only works against a few of the opposition, so your only chance is to keep diving into doorways. It's so frustrating, there's more rewarding and addictive gameplay to be had bobbing for chips in a deep-fat fryer. And the stupidest part of the whole smelly business is that level one is one of the toughest, so unless you're a rock 'ard arcade bum you may find yourself hopelessly out of your depth from the start.



75

Still, if you think learning curves are for soppy mummy's boys, and you're happy with the level of entertainment you get from a tabasco enema, then I wholeheartedly advise you to buy it.

Out now from The Sales Curve, £24.99



pinball jam

LYNX

65

Out in August from Atari, £tba

Funny, we always thought games were great because they gave you the chance to do things that you never could in real life – fly combat missions in World War Two without the chance of getting killed, become a ninja with extraordinary powers, pick up girls – that kind of thing. So what's the point of a Lynx cart that simply apes a real pinball machine, we ask?



Well, you can't take a real pinball machine on the bus or the train or play it at the back of the class without getting caught, and, er... well, that's about all the reasons for coming up with a handheld pinball sim we came up with really. Nicely-animated as this is, with the ball moving across the table in a pretty good approximation of the way a pinball does, its just doesn't hook because its not the same thing. Pinballs are big, noisy things and that's half the fun. Also, on the real thing you can see the whole table all the time and that makes it possible to plan ahead what you're going to do. On the Lynx version, the screen naturally has to scroll down, and somewhat judderingly at that. The Elvira voice samples are always entertaining and the noises are good too, but unless you're a pinball maniac or a slavering Elvira slave, it's hard to see where the excitement lies in this game. What, we ask again, is the point?

YNX

93

50

world class soccer

LYNX

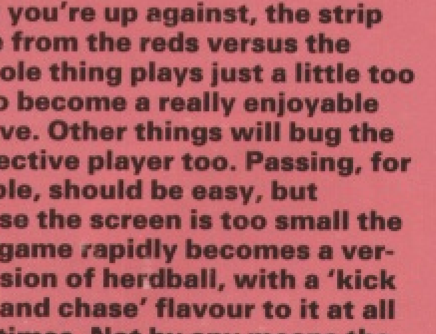
Out in late August from Atari, £tba



World Class Soccer is a bit of a misnomer here, really. Alright, the territory is the world and the program on the Lynx is big enough to encompass all five continents and offer a choice of teams from each of them in alphabetical order. But, when it comes to actually playing the wretched thing, it really doesn't cut the mustard, footie-wise.

For a start, the screen environment of the Lynx isn't really at its best when dealing with a fast-moving, multi-directional scroller like a soccer game. The impression of speed and depth is lost because of the viewpoint, which is sideways-on, and it doesn't help matters that the pitch scrolls jerkily when the pace hots up.

Whatever the country you're up against, the strip colours don't change from the reds versus the blues, and the whole thing plays just a little too sluggishly to become a really enjoyable Lynx fave. Other things will bug the prospective player too. Passing, for example, should be easy, but because the screen is too small the game rapidly becomes a version of herdball, with a 'kick and chase' flavour to it at all times. Not by any means the best game for the Lynx.



uper hunchback

Out in November from Ocean, £24.99

IE

84

Talk about a cheap date! The delectable Esmerelda only has to buy Quasimodo a glass of water and he's putty in her hands. Now she's been abducted by the wicked Halfenpounder and stashed away in his trap-infested castle-cum-bachelor pad, and the love-sick puppy chucks in his job as Notre Dame's premier rmed bell ringer to come lolloping to the damsel's rescue.

e game has you leaping around on platforms, swinging on ropes and hunting for hidden rooms.



There are traps a-plenty and a constant barrage of incoming projectiles.

If you're quick, you can even hitch a ride on a passing cannonball. The hardest bit is making Quasi swim – it involves rapidly tapping the A button, and it's agony. After a few lengths of the moat you can really feel the arthritis setting in. There's tons of stuff to discover and the game's full of humorous touches. If you leave Quasi idle for any length of time, he starts playing with a yo-yo, reading, or picking his nose to keep himself amused, and if you run out of time on a stage he gets mushed by a huge bell.

wonderboy– the dragon's trap

Out now from Sega, £29.99

GAME GEAR

93

MUTT'S NUTS

The more macho types in the ZERO office refused to have anything to do with *Wonderboy In Monsterworld* when it appeared on the Mega Drive, because it was reputedly "a bit girly". Then they sneaked into the reviewing cupboard and had a go on it when they thought that nobody was around, and were completely hooked. Now a *Wonderboy* game has been made for the Game Gear.



Don't know anything about Wonderboy? Never seen any of his games? Wondering what the hell I'm talking about? Tough titties. You think we're going to waste our time telling you what a game's about? (*Yes. Ed.*) Oh, alright – it's heartbreakingly cute, absolutely fab, stonkingly enormous and impossible to summarise in a way that will do it justice. (*Cheat. Ed.*) So it may be a little bit girly, but it's still a brilliant example of arcade adventuring. The levels just go on and on, it's easy to get into, impossible to stop playing and the Game Gear graphics are among the nicest I've seen. What more do you need to know? We've only got 200 words to tell you about it, and you've got the attention-span of an educationally-subnormal marmoset.

Buy it. It's cool to be girly.

devilish

Out now from Sega, £24.99

GAME GEAR

82

We looked at the pictures on the back of this box and thought to ourselves: "Damn and lawks a-mercy – it's a fancy version of *Breakout.*" We naturally approached it with the inbuilt distaste that we normally reserve for people with cellulite of the head. Unfortunately, we misjudged it terribly, and we're sorry.

It's not a *Breakout*-type game at all. It's actually an enormously-detailed RPG in which you play a deaf Australian animal impersonator who has to win the hand of a Polynesian coconut-milk magnate in order to save the known world. (*No it isn't. Ed.*) Alright, it isn't. It's a *Breakout* jobbie after all. BUT – and as you can see, it's a big but – it's actually quite good.



There are eight stages of scrolling mayhem to *Breakout* your way through, until you have the big showdown with the thoroughly evil Gamma, who is "holding something very precious" (probably a nude centrefold of Timmy Mallett flashing his floppy hammer). You can alter your paddles, there are hundreds of different power-ups and bonuses to collect, and two different ways to play the game. All in all, it's a bit of a minor star, and well worth a look.

klax

Out in October from Tengen, £tba



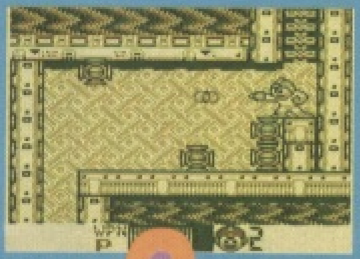


Tengen's *Klax* is one of those Game Gear games that is very, very easy to pick up, if you're in full control of your motor reflexes, but extremely hard to put down. It builds on the idea of *Tetris*, as so many games have done, but this time the things you have to stack into various orders as they descend at an ever-increasing rate from the top of the screen 'tiles'. There are three sorts of 'waves' of tiles to deal with – nore complex and demanding than the last.
se tiles come belting down the slope of the deck, changing r as they go, and they're then caught by the moving trap which you control. The ject of the game is to score max points by forming Klaxes – groups of three or ur tiles – in straight or diagonal lines, of tiles of the same colour. This is done depositing the tiles after you've caught them with the trap in any one of five fferent locations at the bottom of the screen. The pace quickens admirably and etimes the only thing you can do is to bat the tiles back up the screen they belong. You're set more and more difficult tasks all the way gh, but they are achievable and that's what keeps you picking the up. Smart game, great graphics, complusively playable.

Out now from Nintendo, £24.99

GAME BOY

megaman



Mega Man may be on his third outing in the UK on the NES and his fourth in the States, but the cute little rogue has only just made it onto the Game Boy – and he's sure making up for it know. The hi-tech brat, invented by those arcade giants Capcom, is pitted in this mini-version against mechanised madmen from the NES *Mega Man* and *Mega Man 2*.

Our hero's dilemma is all the fault of the evil Dr Wily (with one 'L'). He's determined to rule the world, and has let eight of his robot masters loose to aid him in his master plan. Poor old Mega Man is forced to negotiate a wealth of tangled mazes over six frenetic levels, fighting off all and sundry (including the evil eight end of level baddies). You must guide him through the town, and into the factory complex, his plasma cannon glued to his hand, as he prepares to meet the doctor with no trouser parts in the aforementioned's Space Node. *Mega Man* is a certainly a challenging little blast 'em up packed with platforms and fiendish nasties. The graphics are fab and it's destined to become a handheld classic.

85

popils

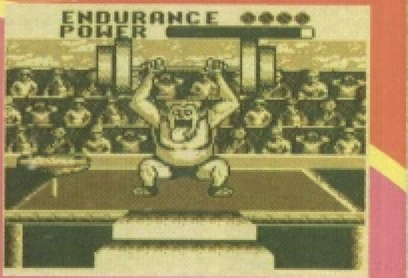
You are a cute little fellow whose head is eight times the size of the rest of his body, and you have fallen in love with a beautiful princess who, coincidentally, suffers from the same deformity and loves you too. (Of course, between the pair of you you'll produce children who look like spacehoppers, and god knows how she'll manage to give birth to them with her hips, but that's love for you. A sickening state that causes more harm and suffering than hate ever did.)

What we have here is a cutesy puzzler – you have to save the chick by destroying platforms in the right order. There's loads of variety in the problems (even a cutesy *Pacman* baddie), squillions of levels and, damn and blast it, it's darned addictive. There's a map editor, allowing you to make up your own puzzles, save and play them. Your high scores and best scores are also saved – even after you switch off, which isn't always true of handhelds. Smart. Well done, that programming team.

So what if it's so cute you can't keep your meals down – think how good clothes look on thin people. But remember kids, it's not witty or clever to fall in love – don't try it at home.



track meet



GAME BOY

Track Meet takes the idea of track and field-style games to the Game Boy with all of the usual frantic button-bashing that you'd associate with this type of game. Essentially, all of the power and stamina your character gains comes from the thumby attack you can muster on button A, with the all-important timing from button B. Keeping your thumb going is essential then, if you're going to beat your meat-headed opponent Rick The Barbarian into second place. Your character is the sinewy, wiry, Nobby Stiles type, while Rick is approximately 20 stone of pure bone and muscle. So while it's a relatively easy task to 'whup that bwoy's ass' in the speed-based events, the power-jobs like the discus, the javelin and weightlifting are really right up thick Rick's street.

It's tempting to say "Seen it all before" with this kind of game, because, well, we have. But some witty bits of animation, like the crowd doing Mexican waves, and a general sense of fun make this an atractive little package, even if it's not the sort of thing that you'd find yourself going back to again and again. Low on addictiveness, but fairly high on quality, *Track Meet* will fill the hours for those of us who enjoy repeated button pressing. Others will have a go, enjoy it and move on.

78

Out in August from Nintendo, £24.99

FREE GIFT WHEN YOU SUBSCRIBE

Yes, unbelievable but true! We must be off our blinking trolleys because we're simply giving away a truely smaaart FREE GIFT to everyone who subscribes!

For a measly £18* you'll get the next 12 issues of the UK's most outrageous computer and console games magazine delivered direct to your door. And as we're in a stupifyingly generous frame of mind, we'll also send you a FREE ZERO Walkperson or Ocean game of your choice!

CHOOSE ONE OF THESE FREE GIFTS!



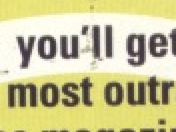
ZERO STEREO WALKPERSON
Rave out with ZERO in stonking stereo.
WORTH -WHO KNOWS, IT'S PRICELESS!



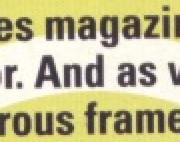
ADDAMS FAMILY ST/AMIGA
Creep, kooky, spooky, ooky platform fun.
WORTH £24.99



PUSHOVER ST/AMIGA
GI Ant and his fab performing dominoes.
WORTH £24.99



SIM ANT PC/AMIGA
Smart colonising action. SIMply ANTmazing!
WORTH £24.99



PARASOL STARS ST/AMIGA
The unmissable sequel to Rainbow Islands.
WORTH £24.99

To subscribe, all you have to do is fill out your details on the Official ZERO Order Form and send with your incredibly small payment to our FREEPOST address. It's a cinch!

*UK subscription rates. This free gift offer is available only to UK subscribers.

PLEASE COMPLETE PARTS 1-3 USING BLOCK CAPITALS. TICK APPROPRIATE BOXES.

OFFICIAL ZERO ORDER FORM

1 I can't wait to get my hands on a FREE GIFT!
Please start my ZERO subscription from the next available issue (all subscriptions received will start from the
OR Please start my ZERO subscription from the issue) (state month).

2 It's so cheap! 12 issues of ZERO plus a fab FREE GIFT for only:
☐ UK: £18 ☐ EUROPE: £28 ☐ WORLD: £38

I enclose a cheque/postal order for £
made payable to Dennis Publishing Ltd (ZERO)
OR Please charge my Visa/Access/Amex/Mastercard:

Credit Card No
Expiry Date Signature
Date (sorry, credit card orders only available if you're over 18yrs!)

3 OK, I've shelled out the cash, so please send me my FREE GIFT

☐ ZERO STEREO WALKPERSON ☐ ADDAMS FAMILY: ST/AMIGA
☐ PUSHOVER: ST/AMIGA ☐ SIM ANT: PC/AMIGA
☐ PARASOL STARS: ST/AMIGA:
On the following format: ☐ST ☐AMIGA ☐PC ☐3.5" ☐5.25"

Please tell us your first and second choice of game!
1st Choice 2nd Choice

First Name Surname
Address

Postcode

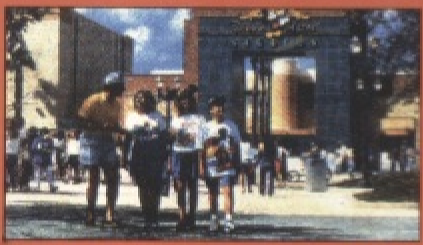
Please Note: Your game will be despatched within 14 days upon release from Ocean Software. **ZERO** magazine has no control over release dates.Free gift offer only open to UK subscribers.

NOW SEND THIS FORM WITH YOUR PAYMENT TO: ZERO SUBS. DEPT., FREEPOST 9 (WD7), LONDON, W1E 4UZ. Or phone our 24HR ANSALINE 071 580 8908. Overseas subscribers, please post to ZERO Subs Dept., 19 Bolsover St. London, W1P 7HJ

This offer is subject to availability.
☐ Please tick here if you don't want to be sent info. on other smaaart new offers or gimmicks.

SDZE208A

COMPETITION TIME



WIN AN AMAZING HOLIDAY TO DISNEYLAND PLUS £300 SPENDING MONEY

0891 767 429

WIN £1500!!

0891 767 430

FANCY A SEGA MEGADRIVE PACK? IT'S GREAT FUN TO USE!!



0891 767 431

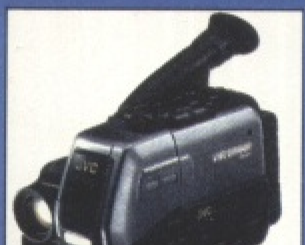


HOW WOULD YOU REACT WITH A NINTENDO NES ACTION SET COMPLETE WITH LIGHT GUN AND GAMES?

0891 767 432

OWN A COMPUTER OR CONSOLE ALREADY? WHY NOT CALL OUR FANTASTIC COMPUTER GAME REVIEW LINE OR OUR CHEAT AND TIPS COMPUTER LINE? IT'S TOTALLY MEGA!!

0891 767 435 **0891 767 436**



HAVE A CHANCE TO 'BEADLE' AROUND WITH A STATE OF THE ART JVC ELECTRONIC CAMCORDER

0891 767 433

WIN A CRUCIAL AMIGA 500 PLUS FIVE TOP SELLING COMPUTER GAMES

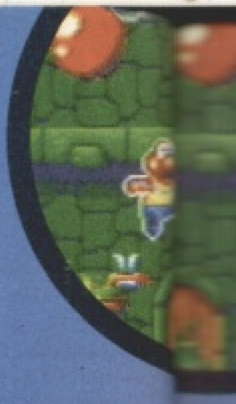


0891 767 434

JUST DIAL ANY OF THE ABOVE NUMBERS, THE MORE TIMES YOU CALL THE BETTER THE CHANCE OF WINNING!

Calls charged at 36p per min cheap, or 48p per min peak. Please ask permission of telephone owner before calling.
ACS LTD, CA2 5NB. Competitions vary, but last only a few minutes

a fish called pon[d]





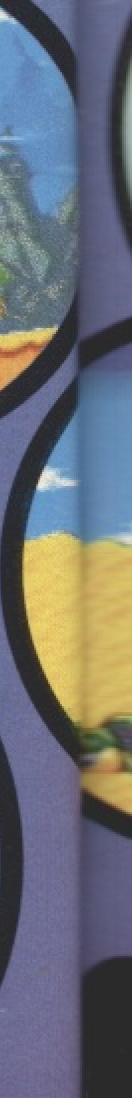


With the huge amount of Olympic sports games that are appearing on the market, Millennium has decided to go one step further and maliciously send up these serious sporting spin-offs. For the past few months the company has been working on its own offishal Olympic Games, featuring James Pond and his chums in a rather unusual set of challenges. There are eight competitive events in total which you can practise on three difficulty levels: the Jane 'Feel The Burn' Ponda Workout (bronze medal award), Tuffer Training (silver medal award) and Piranha Practice (gold medal award). Should you win enough points there are two heady bonus events to grapple with. The fab thing is you can play on your tod (simple Aquatic Games), against a chum (Double Trouble), against two chums (Triple Trouts) or even against four (Three Fish And A Little Crazy). In each instance you're going for gold and you'll win medals for each event. Take a look at those fab, cutesy graphics! In addition there's a brilliant Chariots Of FIre soundtrack to spur you on in times of trouble.

100 METRE SPLASH

Our James is in athletic mode, racing the Carl Lewis of the amphibian world,F-Fortesque Frog. It's a skilful game of relentless tapping – hitting the joypad as hard as your nimble little fingers can manage as both contestants run over water in a frighteningly blasphemous fashion. Fail to leave the starting line on time and you're kicked up the bot by a penguin. Try also to knock the toucan off the telegraph wires for bonus points.





That swoonsome scaly star and everyone's favourite fillet o' fish, James Pond is soon to be starring with his friends in both THE AQUATIC GAMES and JAMES POND 3. AMAYA LOPEZ taunted Millennium's F.I.5.H. with a vat of hot batter until they talked.



F-Fortesque Frog and a f-f-flying fish.





LEAP FROG

F-Fortesque really comes into his own in his favourite sport – leap frog. He's got to nimbly frogfoot it from start to finish, jumping over a group of hurdle-forming electric eels in a frantic race against a rather annoying flying fish. If fishface beats you to the finishing line, you'll be spawned by your trainer. And rightly so.

HOP, SKIP AND JUMP

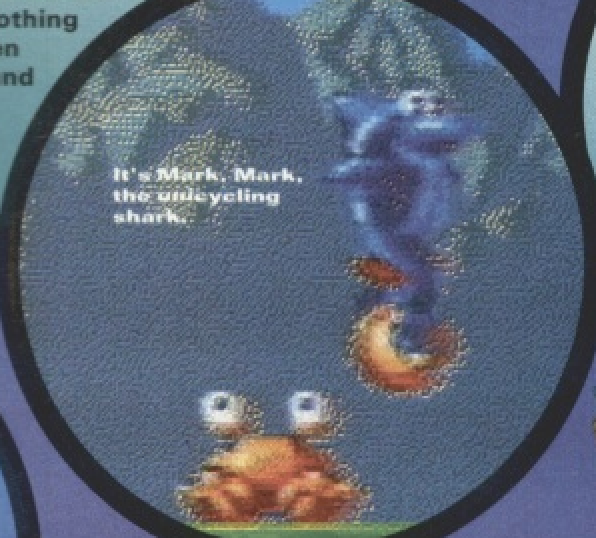
It's F-Fortesque Frog again, only just having recovered from the 100 metres and ready to perform a series of long jumps. This involves jumping when the angle bar hits the right number of degrees (but you'll have to work that one out for yourselves). Also, try running on the board and you'll get your leg bitten off.





SHELL SHOOTING

This is one of the trickiest events – involving a batch of slimy limpets. Pond has to busy himself collecting them and then toss them in the air to burst the balloons hanging from the ceiling. Collecting the slippery shellfish is no mean feat in itself – it's best to land on the edge of a shell so that it flips into the air. And remember there's nothing limpets hate more then being thrown around and they'll knock you down if you're standing still.


It's Mark, Mark, the unicycling shark.

TOUR DE GRASS

This bit's really smart cos it features the world's only unicycling shark, Mark. He trained for years in a circus in Finland but sadly this still doesn't make things any easier. Pedalling power is the name of the game in order to make him cycle as fast as possible. To earn a gold medal and the lead in the new Spielberg gnasher, you'll have to complete the course in 30 seconds or under.





THE AQUATIC GAMES – STARRING JAMES POND AND THE AQUABATS

BONUS BREAKS

1. First up is PJ Penguin, juggler extraordinaire, but you'll have to spend some points to be allowed to compete. It's a case of slapping the balls abart with your flippers and keeping them in the air for as long as poss, preferably two minutes.
2. The second bonus event stars the stuttering frog again. F-Fortescue takes part in the long jump using his agile little limbs to their full ability before they wind up in the local French bistro.

FEEDING TIME

As crap marine comedian, Freddie Starrfish, your task is to feed your hungry fish mates some of their favourite treats, namely Sugared Brine, Squid Drops, Anchovie Donuts and Barnacle Bars. Personally I'd rather starve, but these fish are so weak-gilled that they're just about to fall for fisherman's sweetie bait instead. You've got to frantically to and fro, dropping your infinitely superior sweets into their mouths before they fall for the fishermen's hooks.

KIPPER WATCHING

Nothing whatsoever to do with Desmond Morris, this is actually a rather tricky event requiring dexterous co-ordination. Ceceelia Seal's chums are happily having a kip when some yobbo tourists decide to throw beach balls at them. Outraged, Ceceelia tries to prevent the bouncing balls from hitting them and disturbing their slumber – so your task is to run and jump at varied angles to deflect the on-coming balls. There's also a rather handy fairy and an alarm clock which you can hit for bonus points.









BOUNCY CASTLE

Wheee... a game of boinging and sproinging. James Pond's years of synchronized swimming lessons as a small fry certainly come in handy now. It's time to perform some spectacular spinning, somersaulting and comboing on the sponge trampolines where you'll be judged on style. Gaining height is all-important to grab those bonuses at the top.

Available from Millennium/Electronic Arts on Mega Drive in mid-September, £34.99, and ST and Amiga in October, £tba.

FISH IN SPACE



Despite his unerring courage in *Robocod*, our Pond failed to subjugate his eternal enemy Dr Maybe. The doc has escaped and gone into hiding from where he's plotting to take over the world's cheese supply. *(Good luck to him, mate. A cheese hater.)* This time he's got even more devilish plans up his sleeve, guaranteed to put the fear of cod into every living sole. Maybe's J.A.W.S. agents are fitter than ever and F.I.S.H. has devised a strenuous training sesh (the Aquatics jaunts) under the guidance of the secret services' chief physician, Dr Quack. The internal sub-plots of the game are still pretty hush hush but we can reveal that Pond goes zooming into space to confront Maybe and his minions on the moon. Although the game was to be called *Splash Gordon*, there are rumours that this may be changed and for the time being it's going under the codename *Aqua Prawn*. However, what's certain is the fact that the third *Pond* game will include loads of new features and heaps more levels than *Robocod* – so stay tuned to these pages for our exclusive review.

Available from Millennium/Electronic Arts on Mega Drive, ST and Amiga in December, £tba.

TERMINATOR 2



Available from LJN on Super NES in November, £44.99.

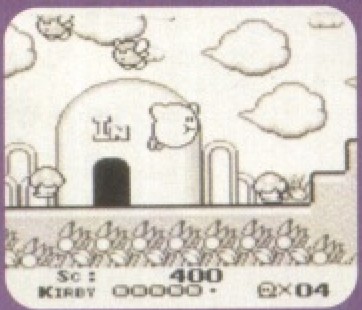
That Arnie gets about, doesn't he? Now Austria's most famous mesomorph is making his debut on the Super NES in *Terminator 2: Judgement Day.* You play the man himself as he goes back in time to do battle with fellow cyborgs and ultimately the naughty old T-1000. Apparently, the Super NES's 16-Bit technology has been used to full effect in recreating those spooky bits where the T-1000 changes from liquid metal to solid Californian Highway Patrolman. (*Ooh, stop it – you're scaring me. Ed.*)

SPECI

Available from Nintendo Super NES in 1993, £tba.

Blending the laws of gravity and golf sounds a bit strange, but *Special Tee Shot* should appeal to anyone who likes that something a little bit different from the rest. Like no golf game seen before, this crazy miniature golf game is set in outer space. Two players compete on a course of checker-board-patterned geometric surfaces laid upon floating islands. Adding to the illusion of this abstract setting, robot caddies happily trundle along and the golf balls themselves scream into the stratosphere if mishit. *Leaderboard* and *PGA Tour Golf* were never like this!

KIRBY'S DREAM





Available from Nintendo on Game Boy in 1993, £tba.

Swoosh! With a huge intake of breath, our flabby hero Kirby can float through his adventures in this dreamy land of fluff and fun. Available now on import, this cute Game Boy title has apparently proved popular among boys and girls who have never been tempted by the more strenuous appeal of *Super Mario Land.* In Dream Land, Kirby can gobble up and spit out any pesky opponents that get in the way. Specially-animated segments link one stage of the game to another. Looks like an excellent choice for younger players.

george foreman

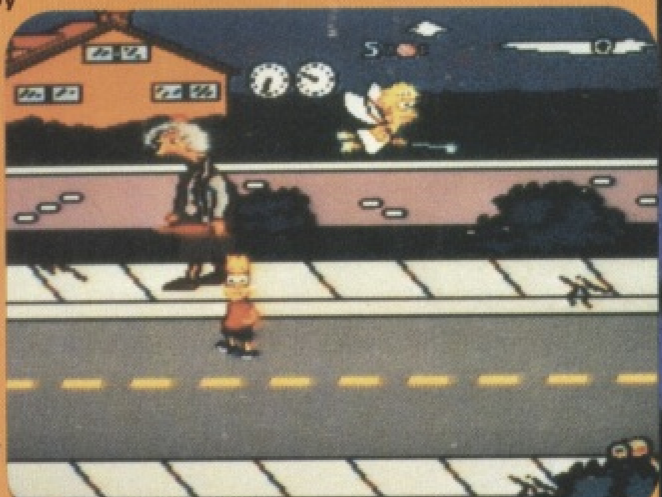


Out in November from LJN on the NES, priced £39.99 and on the Game Boy priced £24.99.

BART'S NIGHTMARE

Available from LJN on Super NES in November, £44.99.

All is not well in Springfield. After a heavy cheese supper, Bart Simpson has a nightmare of Krugeresque proportions. He dreams his homework is blown out of the window and he has to set out to retrieve it. Needless to say, there are adversaries everywhere – dredged up from the depths of Bart's twisted subconcious. Luckily, these Freudian bug bears can be despatched by his secret weapons: a deeply unpleasant armoury of root beer burps, bubble gum, and 'spittable' water melon seeds. Bart's Super NES incarnation comes out with all his usual cheeky catch-phrases, thanks to the miracle of digitised speech. Who can forget such memorable sayings as "Don't eat my cow, man!", "Have my shorts, please!" and "Don't touch me there, Homer!" Yes, they're all here.



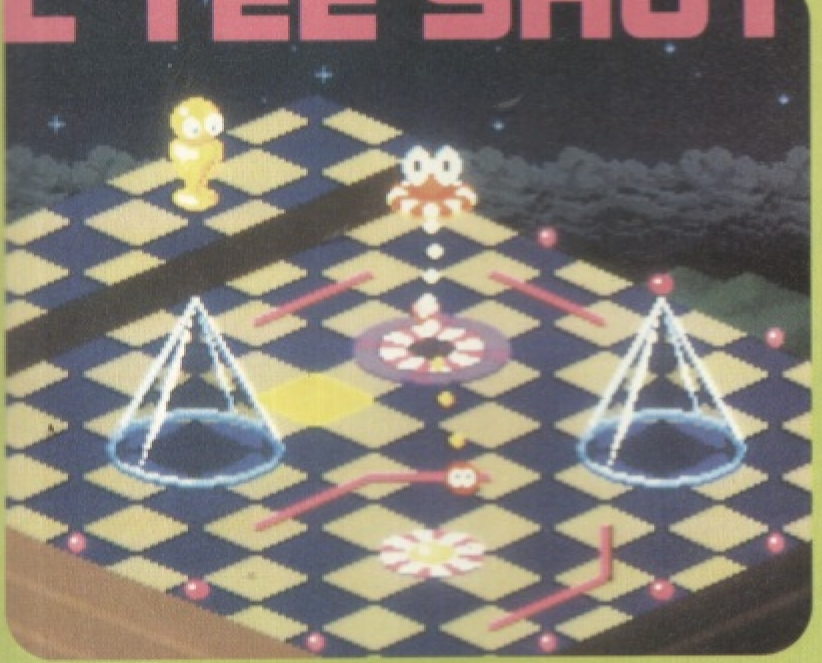
MEGA DRIVE CHART

1	**DESERT STRIKE** Electronic Arts
2	**OLYMPIC GOLD** US Gold
3	**KID CHAMELEON** Sega
4	**ROAD RASH** Electronic Arts
5	**STREETS OF RAGE** Sega
6	**TEST DRIVE II** Accolade
7	**EA HOCKEY** Electronic Arts
8	**DONALD DUCK** Sega
9	**WORLD CUP ITALIA '90** Sega
10	**SUPER REAL BASKETBALL** Sega

ESTEE CHART

1	**EUROPEAN FOOTBALL CHAMPIONSHIP** Domark
2	**EPIC** Ocean
3	**SPACE CRUSADE** Gremlin
4	**GRAHAM TAYLOR** Krysalis
5	**FIRE AND ICE** Graftgold/Renegade
6	**EUROPEAN CHAMPIONS** Elite
7	**ULTIMA 6** Origin/Mindscape
8	**MONKEY ISLAND** Lucasfilm/US Gold
9	**A320 AIRBUS** Thalion
10	**ROBOCOP 3** Ocean

L TEE SHOT



NCCA basketball

Available from Nintendo on Super NES in 1993, £tba.

If you're into dribbling, inside passes, interceptions, hoops and handchecks, then seek professional counselling immediately! Alternatively, check out this brilliant basketball game for the Super NES from Hal and Nintendo. Thanks to those acetastic Mode 7 graphics lurking somewhere inside the Super NES hardware, the entire court shifts around in a very realistic way. For once, the hypesters could be right in saying this game offers the most realistic basketball action ever.



Acclaim is currently working on a boxing game featuring George Foreman, the 263-pound boxer-turned-preacher-turned-boxer-again. Yes – you too will soon be able to experience the fun of punching someone's lights out on behalf of the Lord. To win the game you have to compete in ten three-round bouts. Your opponents will apparently include other religious figures such as Robert Runcie, the Dalai Lama and Calcutta's flyweight champ Mother Theresa. (Are you sure about that bit? Ed.) Each sparring partner has their own characteristics, skills, and personalised shorts. The bouts use an over-the-shoulder perspective and feature a constantly-updated tally of punches thrown and landed – so you can tell at a glance who's dumping on whom.



AMIGA CHART

1. **SENSIBLE SOCCER** Sensible/Renegade
2. **MONKEY ISLAND II** Lucasfilm/US Gold
3. **CHAMPIONSHIP MANAGER** Domark
4. **EPIC** Ocean
5. **STRIKER** Rage
6. **FIRE AND ICE** Graftgold/Renegade
7. **THE MANAGER** Software 2000
8. **GRAHAM TAYLOR** Krysalis
9. **JAGUAR XJ220** Core Design
10. **EYE OFTHE BEHOLDER II** SSI/US Gold



Available from Nintendo on Super Nes in 1993, £tba.

For those suburban commandos out there with a Super Scope 6 infra-red bazooka for their Super NES, Nintendo is busy preparing the next instalment of mega death and destruction. *Battle Clash* is packed with nine different challenges for one or two players with keen eyes and spare Elastoplasts for their sore trigger fingers. Against a backdrop of futuristic war-ravaged cities, the idea is to shoot a bunch of giant robots (like those Transformer thingies from a couple of years back when the Teenage Mutant Ninja Turtles were just a twinkle in the imagination of the toy industry). Amazingly, those Transformers – robots in disguise can still be found in the shops, even though their sad animated TV series finished ages ago. Erm... going back to the game at hand, players can select different weapon systems and generally have a blast. And that's about it. Nuff said?

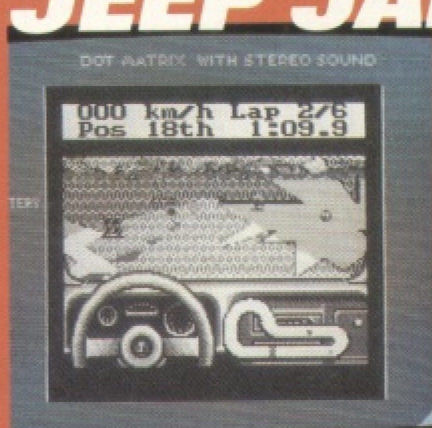
BATTLE CLASH



Available from Gremlin on Game Boy in October, £tba.

Jeep Jamboree is yet another racing game from Gremlin – the software house with speed in its blood. This one's a four-wheel drive off-road jaunt which pits you against 19 opponents through 22 different circuits.

JEEP JAMBOREE



The game includes the option of a two player link-up, allowing you to cut-up a close friend, and features an unusual 'vision-reducing' hazard in the form of a smashed windscreen. Also fitted as standard are: a spooky feature giving you the choice of left or right hand drive, a little map showing you just how badly you're losing and rear seat belts too. Fab.

mari

MARIO PAINT AND MOUSE





Available from Nintendo on Super NES in 1993, £tba.

Budding pixel Picassos will be pleased to hear Nintendo has something on offer to feed their artistic yearnings. *Mario Paint And Mouse* is another attempt to extend the range of Super NES video games beyond the heaps of sports games and shoot 'em ups currently on sale. Unfortunately it doesn't come cheap, but at least you get a mouse – just like those seen sitting next to every personal computer – to replace the joypad.

Third-party software publishers are already planning to support this accessory, which is great for controlling complex games like *Populous* and *Lemmings*. So the whole package is basically a bit of arty fun. You can play around with a colours, shapes and animation. It also allows the composition of music and the storage of backgrounds, musical scores and animated movement. It's the most sophisticated paint system ever for the home video game platform. Let's hope Nintendo offers the option to buy the mouse without *Mario Paint* for a lower price...

SUPER MA





SUPER MARIO LAND 2

Available from Nintendo on Game Boy in 1993, £tba.

Ever wanted to play something like *Super Mario Bros 3* at school, work or on the toilet? *Super Mario Land 2* is basically this great game sucked into the small screen of the Game Boy. Although the layout and puzzles are new, Mario can float through the air and get some help from his dinosaur pal, Yoshi. With far tougher challenges ahead, the designers have thoughtfully provided a battery back-up option, allowing you to save the game in progress (Thus preventing your bottom from sticking to the toilet seat and avoiding an unnecessary phone call to the appropriate emergency services.)

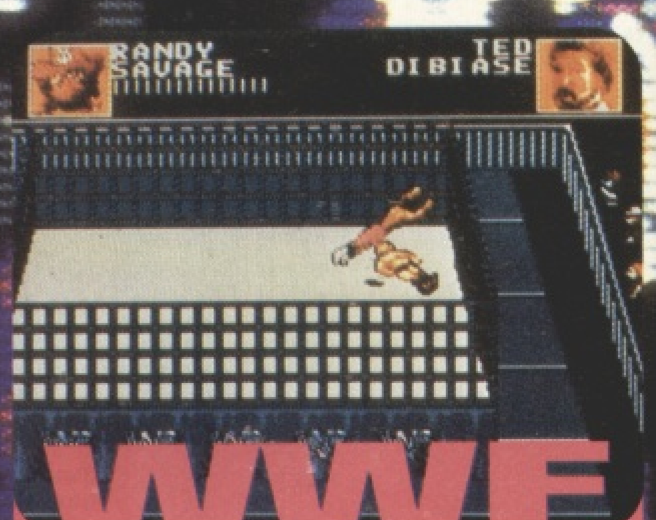


Available from Gremlin on Amiga and ST (£34.99), and PC (£39.99) in September.

Ignoring the guffy plot ("Daemonic hordes have besieged the fair land of Elsopea...") *Daemonsgate* looks like it might not be just another RPG. It's got all the usual elements: characters with skills and attributes, maps, fighting, monsters etc, but also loads more to boot. Most of the real progression in the game will be achieved through conversational interaction with other characters. An advanced 'natter construction system', found in the gossip screen, lets you grill any other characters you meet and build up a database of names and leads, so it should satisfy the Dot Cotton in all of you. Hardened RPG'ers, on the other hand, will be pleased to see there's tons of ye olde magic too. This time it's of a herbalist variety, so when combat starts getting a bit hairy, you can knock up an elderflower and mandrake lip balm and save the day! Hurrah for Gremlin and Anita Roddick.

DAEMONSGATE





WWF SUPERSTARS 2

Available from LJN on Game Boy in October, £24.99.

More leotard-clad antics on the Game Boy with Hulk Hogan, 'Macho Man' Randy Savage and all their chums. This time around you get the chance to compete in a tag team too, and you can also take on your Game Boy-owning pals in vein-popping, bone-grinding, head-to-head action. The game also features the Steel Cage Competition – the WWF equivalent of the FA Cup – when a bunch of wrestlers get into a 15-foot high metal cage and only the survivor gets to climb out at the end. (*Maybe the FA Cup analogy wasn't such a good one after all then. Ed.*)

RIO KART

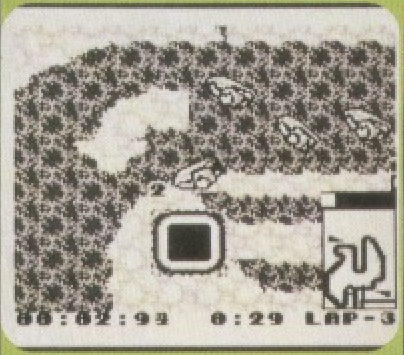
Available from Nintendo on Super NES in 1993, £tba.

What do you get when you take the programming routines out of *F-Zero* and put Mario and his pals into undersized sports cars? *Super Mario Kart* is the best thing to hit the Super NES in a long time. It has the playability of *F-Zero* and co-stars Yoshi, everybody's favourite character from *Super Mario World*. Who could ask for more? Apart from solo competition against the computer, the game allows simultaneous race play between two human opponents. Either player may choose from windshield or rear-view mirror perspectives, and there's a bonus game where the players independently roam a rectangular field in search of each other's vehicle in a zany mixture of tag and bumper cars!

Wave Race

Available from Nintendo on Game Boy in 1993, £tba.

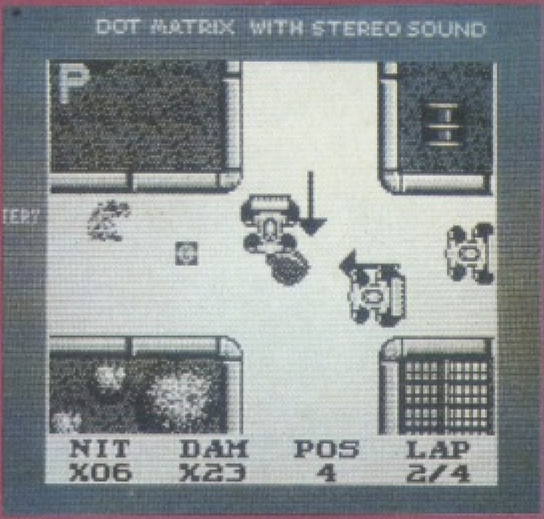
After forking out the cash for the Four Player Adaptor, are you desperate for more Game Boy titles which actually make use of it? Fear not – Nintendo has come to the rescue with



this racing game where four players get the chance to simultaneously race their own personalised water craft over 16 different slalom or circuit courses. These racers can battle each other or race against the computer, and a battery pack permanently stores the best course times.

DIRTY RACING

Available from Gremlin on Game Boy in November, £tba.





Dirty Racing looks like it's going to be a bit of a cab-driver sim, really. All the drivers are rude, use their horns like it was going out of fashion and would rather die in a pile of twisted wreckage than let anyone out from a side-road. The game has 32 different tracks and three levels of difficulty. In the hardest of these, there are loads of track hazards (oil pools, sand, French lorry drivers and the like) and a number of off-road sections which slow you down and wreak havoc with your wheels. If your motto is "It's the taking part that counts," you could be at a bit of a disadvantage here – your competitors' aggressive driving style actually involves using guns. Needless to say, they're not averse to turning their backs on environment-friendly unleaded fuel and filling up on Nitrous Oxide either.

TRODDLERS

Available from Storm on Amiga in September, £25.99. Super NES version to follow in 1993.

Troddlers are the stars of Storm's new puzzle game – mindless little creatures who walk along until forced to turn around by a solid object. A bit like Psygnosis' *Lemmings* or a Tesco's shelf-stacker. The player must manoeuvre them to an exit by placing different types of blocks in their path. There are building blocks, pushing blocks, slippery ice-blocks and many more. However, unfortunately for your Troddlers, the chance of a death by natural causes is made more remote by the plethora of land-mines, bacon-slicers and fires which litter each screen. The game should be quite varied with over 160 levels, and the possibility of the players working with or against each other in the two player option.



GAME GEAR CHART

1. **SUPER KICK OFF** Anco
2. **OLYMPIC GOLD** US Gold
3. **SONIC THE HEDGEHOG** Sega
4. **MICKEY MOUSE** Sega
5. **DONALD DUCK** Sega
6. **SUPER MONACO GRAND PRIX** Sega
7. **SHINOBI** Sega
8. **WORLD CLASS LEADERBOARD** Sega
9. **G-LOC** Sega
10. **WONDERBOY** Sega

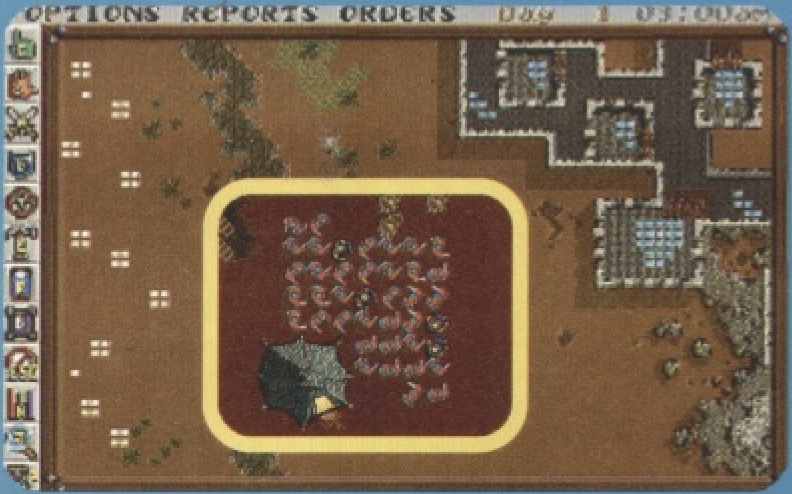
NES CHART

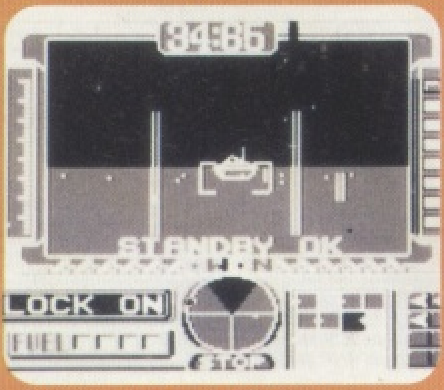
1. **RESCUE RANGERS** Nintendo
2. **HYPER SOCCER** Konami
3. **WWF WRESTLEMANIA** Acclaim
4. **SUPER MARIO BROS 2** Nintendo
5. **DONKEY KONG CLASSICS** Nintendo
6. **TERMINATOR 2** Ocean
7. **TURTLES 1** Konami
8. **SUPER KICK OFF** Imagineer
9. **CAVEMAN NINJA** Elite
10. **TURTLES 2** Konami

SIEGE

Available from EA on PC in late July, £29.99.

This new strategy simulation from Mindcraft lets you command the attacking or defending forces during a medieval siege. You get to pick your squad from a choice of historic troops (either French, English, Celtic or Rangers), or more mythical armies (such as Elves, Goblins, Trolls and the like). It's got all your fave siege hardware, including battering rams, catapults and Jericho's defensive weapon of choice – the cauldron of boiling chip fat.





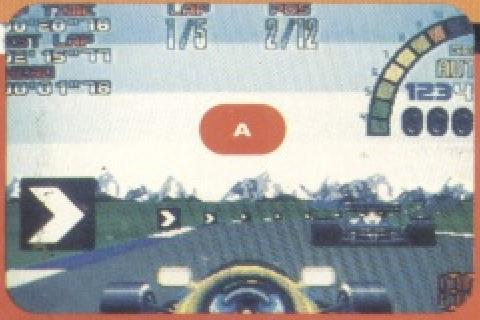
LUNAR C

Available from Nintendo on Game Boy in 1993, £tba.

Probably the most technically advanced game ever developed for Nintendo's little bundle of fun, *Lunar Chase* has gone straight to the top of the Game Boy charts in Japan. Not that the sushi software creators can take credit for another hit, because Nintendo has actually licensed the product from a veteran British games developer called Argonaut Software. This firm first shot to fame in the days when the Atari ST was top dog and stupid Commodore marketing staff thought the Amiga was a business machine. Argonaut's premier game, *Starglider*, was a derivative of the successful *Star Wars* coin-op featuring fast 3D graphics and an early experiment with sampled sound effects and speech. More recently, Argonaut Software has produced *Birds Of Prey* for Electronic Arts and is currently putting the finishing touches to *ATAC*, an action flight simula

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Out from Gremlin on Amiga, ST & PC in October, on NES & Game Boy in November and on Super NES in December, £tba.



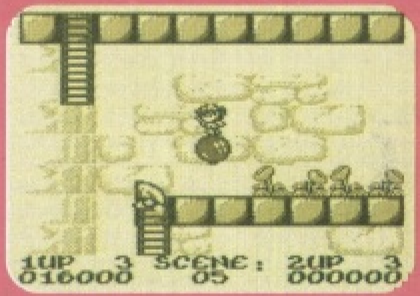
Gremlin has purchased the world game rights to the darling of the British motor racing circuit, Nigel Mansell. Yes, the world's fastest 'tache is now set to appear on practically every computer and Nintendo format under the sun. The game takes you around sixteen of the world's Grand Prix circuits, seen from a first person perspective, and includes digitised views of Nigel's asbestos mittens clutching at the wheel and fiddling with the stereo. A most interesting feature will be the the 'Nigel Mansell Coach Option' in which our hero plays at being back seat driver, providing you with advice and tips in real time while you race ("right hand down... oh my god... stop... STOP!" etc). Thanks a bunch, Nige.





RODLAND

Available from Storm on Game Boy and NES around Xmas time, £tba.



Storm is releasing the cute classic *Rodland* on the Game Boy. You play a little fairy out to rescue your mother, who's imprisoned atop a tower. Even the baddies are adorable in this frenzied platform game, but that shouldn't stop you swinging them about on the end of your magic stick. You also have a magic stepladder which you can whip out at the drop of a hat and impress friends and end of level nasties alike.

PEECEE CHART

1	**SENSIBLE SOCCER** Sensible/Renegade
2	**MONKEY ISLAND II** Lucasfilm/US Gold
3	**THE MANAGER** Software 2000
4	**EPIC** Ocean
5	**STRIKER** Rage
6	**THE MANAGER** Software 2000/US Gold
7	**FIRE AND ICE** Graftgold/Renegade
8	**GRAHAM TAYLOR** Krysalis
9	**JAGUAR XJ220** Core Design
10	**EYE OF THE BEHOLDER 2** SSI/US Gold

MASTER SYSTEM CHART

1	**CHAMPIONS OF EUROPE** Tecmagik
2	**ASTERIX** Sega
3	**OLYMPIC GOLD** US Gold
4	**GHOST HOUSE** Sega
5	**SUPER KICK OFF** US Gold
6	**SONIC THE HEDGEHOG** Sega
7	**TEDDY BOY** Sega
8	**WORLD GRAND PRIX** Sega
9	**SECRET COMMAND** Sega
10	**MICKEY MOUSE** Sega

Available from MicroProse on PC in October, £tba.

Judging by the title it should be no surprise to you that this game allows the player to embark on what's billed as "a romping space adventure as the most comical and courageous stud in the universe". Apparently the game will set new standards for animated adventure games, and will feature lip-synched digitised speech, so it shouldn't look like a badly-dubbed imported Brazilian soap for starters. The plot involves a stolen vase, and a planet of bizarre alien women. Sounds like *Leisure Suit Larry* in zero-G, but judging by the fab piccies it could be a hit.



REX N

AND THE COS

tion/strategy game for MicroProse.

In many ways, *Lunar Chase* is the Game Boy adaption of *Starglider* with a whole host of neat bells and whistles bolted on. As some players may find this style of game a bit daunting, novice space-busters can undergo extensive training in a simulator before entering one of the ten battle scenarios available. These range from roaming around the planet's surface shooting nasty aliens in your turbocharged battle tank, to travelling through twisting underground passageways in the search for essential supplies. It's certainly not a shoot 'em up for the faint-hearted. Are you up to the challenge?

CHASE

YOSHI

Available from Nintendo in January on the Game Boy, £tba

Starring Yoshi, Mario's dinosaur chum, this puzzle game brings more *Tetris*-style stack 'em up joy to the humble Game Boy. Insiders report that those of you with quick thumbs and even quicker eyes will enjoy this 'to the hilt' as they say down at Plymouth docks. The game has everyone's favourite moustachioed plumber running about stacking up bad guys and bits of egg shell as they constantly rain down on him. When he manages to assemble an egg from the bits of shell, it cracks open and an adorable little Yoshi emerges. Yes, the miracle of childbirth available on your handheld soon. (Aaaaaaaah.)

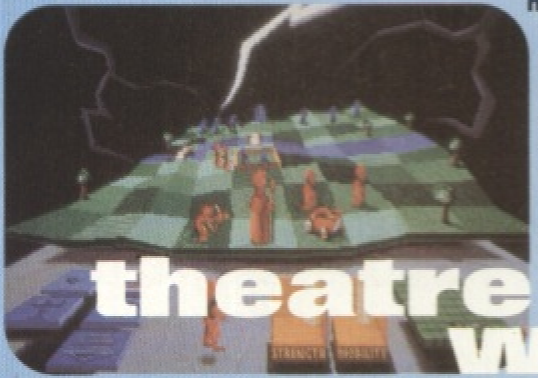


GAME BOY CHART

1. **SUPER MARIO LAND** Nintendo
2. **WWF SUPERSTARS** Acclaim
3. **BILL AND TED** Nintendo
4. **SIMPSONS ESCAPE** Acclaim
5. **SUPER KICK OFF** Imagineer
6. **TERMINATOR 2** Acclaim
7. **DUCK TALES** Nintendo
8. **HUNT FOR RED OCTOBER** Ocean
9. **TENNIS** Nintendo
10. **PACMAN** Nintendo

Availible from EA on PC in late July, £34.99.

Theatre of War is a war game played on a board which takes the form of a 3D filled-polygon environment. It will apparently have many similar elements to chess, and will have a heavy emphasis on strategy. The pieces represent the many faces of war throughout the ages, stretching from the Roman and Feudal periods to the smart-bomb technology of the nineties. Sounds a bit like Karpov meets Stormin' Norman in a duel to the death.



theatre of war

F-15 STRIKE EAGLE

Available from MicroProse on NES in September, on Game Boy at Xmas and on Super NES in March 1993, £tba. Mega Drive version also planned for next year.

The first of many MicroProse titles planned to appear on consoles and handhelds, *F-15 Strike Eagle* is a flight sim which allows you to swoop low over a number of the world's trouble spots and 'bomb some sense into them'. It features a cosy cockpit with a Head Up Display, geographically-correct mission maps, a radar threat display, and a choice of weapons and decoys. Of course flight sims are notorious for having more than their fair share of switches and dials, however thanks to *F-15*'s four levels of difficulty, novices can play it pretty much as a shoot 'em up while advanced pilots can revel in all the yawny details such as navigating, take-offs and landings.



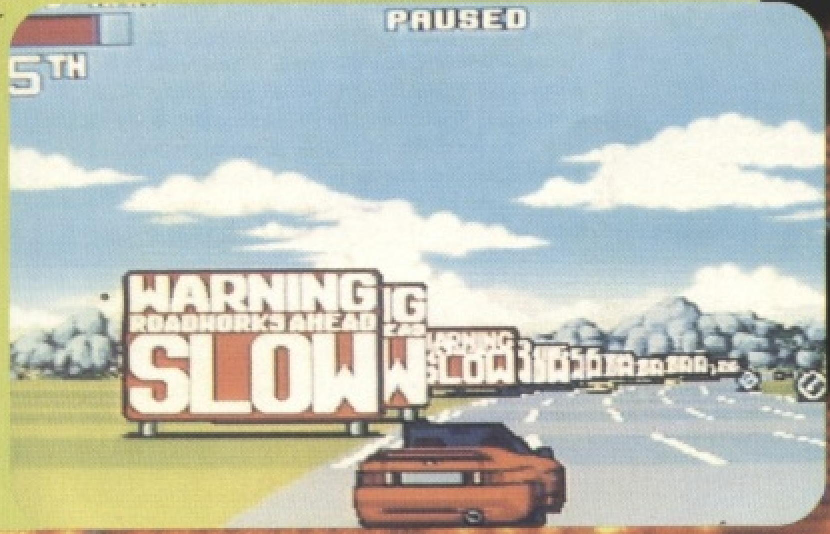


LOTUS

THE FINAL CHALLENGE

Available from Gremlin on Amiga and ST in September, £tba.

This is the third and final outing in the highly successful sports car racing series from Gremlin. All the best bits from the previous two games are here, along with four new scenarios (including such features as side-winds, roadworks and mud rallying) and the chance to put a fab new Lotus 'concept car' through its paces around the freeways of the future. It also has a very techy-sounding track generator which lets you enter parameters for difficulty, curviness, hilliness etc, and then knocks up a circuit accordingly – tailor-made to your requirements. Off-the-peg race tracks will be a thing of the past.





NEBULAR

SMIC GENDER BENDERS

TICKET TO RIDE



Humans, a soon-to-be-released puzzle game from Mirage, gives you the chance to play head cheese in a small tribe of primitive *Homo sapiens*. Controlling each one individually, you have to get them to work as a team to solve a number of puzzles. As you progress, your gang begins to acquire new objects (such as the wheel, the spear and fire) which they can then use on subsequent missions. You can read a full review of this little gem in next month's ZERO, but suffice to say it's being programmed by Imagitec (responsible for games such as *Airborne Ranger* and *Team Suzuki*) and it's being hailed as the new *Lemmings*.

win!

A DAY OUT AT IMAGITEC!

0839 121151

Prizes

The bods at Mirage are so chuffed about *Humans* that they've arranged for two lucky readers to meet the Imagitec development team 'in the flesh' during a fun-packed day. And as if that weren't tempting enough, 10 runners-up will each receive a *Humans* goodie bag stuffed with posters, badges, T-shirts, games and small pieces of pig fat.

What will my imagitec day out involve?

Well, using the train tickets Mirage will provide, you'll be making your way to Imagitec's secret hide-out in Dewsbury, near Leeds. Once there, you'll be treated like royalty from start to finish and given the chance to quiz the programmers, game designers and musicians. Then you'll be wined and dined at a local pie-shop and provided with as many mushy peas as you can eat! Finally you'll receive an Atari Lynx, complete with Imagitec game cart, by way of a going-home present and then packed off, tired but happy.

Rule

All the compo lines close on September 30th. (Oh, and all employees of Dennis Publishing or Mirage are not allowed to enter.)

Don't Forget

- To state your name, address and computer/console format when prompted.
- To get the billpayer's permission before you ring.
- Calls to the compo line cost 36p per min cheap rate, and 48p at all other times.

Here's how you win

Study these questions, ring up the compo hotline number below and give the letters corresponding to the correct answers when asked. Eeeasy.

1. Which place is widely believed to have been the birthplace of humanity?

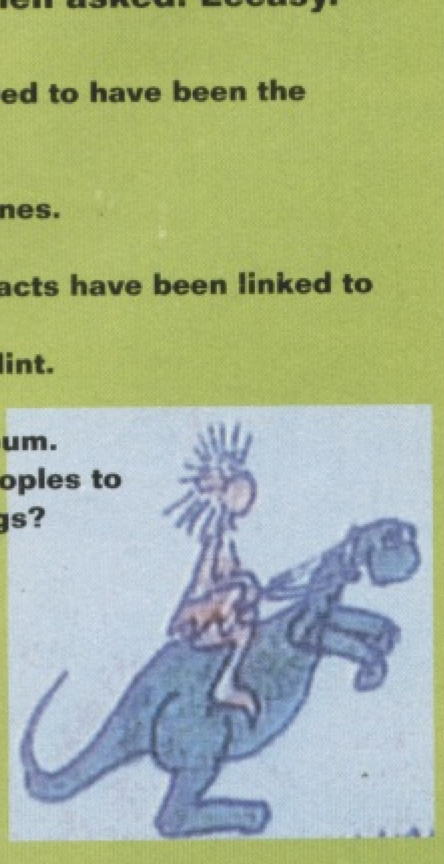
A) The Garden of Eden.
B) 47a Acacia Ave, Milton Keynes.
C) Africa.

2. Which of the following artefacts have been linked to early human societies?

A) Axe-heads fashioned from flint.
B) The Swiss Army Rock.
C) The *Best Of Status Quo* Album.

3. What prompted primitive peoples to choose caves for their dwellings?

A) Soaring house prices.
B) The 'keeping up with the Neanderthals' factor.
C) The protection from predators and weather that a cave afforded.



FREE! FROM SILICA



When you buy your new Atari 520, 1040 or Mega ST-E computer from Silica Systems, we will give you an additional £324.75 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of ST computing and help you to get off to a flying start with your new ST. Plus, with every ST and TT, we will give you 16 nights holiday hotel accommodation for you and your family to enjoy a break at home or abroad.

TENSTAR PACK:

ASTERIX	£24.99
CHESS PLAYER 2150	£24.95
DRIVIN' FORCE	£19.95
LIVE AND LET DIE	£19.99
ONSLAUGHT	£24.99
PIPE MANIA	£19.99
RICK DANGEROUS	£24.99
ROCK 'N' ROLL	£19.99
SKWEEK	£19.99
TRIVIAL PURSUIT	£19.95

16 NIGHTS HOLIDAY
HOTEL ACCOMMODATION

Every Atari ST from Silica comes supplied with a free 72 page colour brochure with accommodation vouchers. These entitle 2 people to stay up to a total of 16 nights in any of 250 hotels with accommodation FREE. All you have to pay for are your meals (prices are listed in the brochure).

PRODUCTIVITY PACK:

1st WORD – Word processing package from GST	£59.99
SPELL IT – Spelling checker to complement 1st Word	£19.99
ST BASIC – Basic programming language with tutorial	£24.99
TOTAL VALUE:	£324.75

WORTH NEARLY £360!

NEW! ATARI ST



520ST-E START PACK

The perfect introduction to home computing

PLUS! FREE GIFTS FROM SILICA

(SEE PANEL ON LEFT)

HARDWARE:	
520ST-E Computer – 8MHz 16-Bit 68000 CPU, 512K RAM, Mouse, TV Modulator, Internal PSU, 1Mb Floppy Disk Drive	£299.99
SOFTWARE - ARCADE CLASSICS:	
Missile Command - Shoot Em Up	£9.99
Crystal Castles - Platform Capers	£9.99
Super Break Out - Wall Demolition	£9.99
Battle Zone - 3D Tank Battle	£9.99
SOFTWARE - PRODUCTIVITY:	
First Word - Word Processor	£59.99
Neochrome - Art Package	£29.99
ANI ST - Animation Package	£29.95
***PLUS!* FREE FROM SILICA:**	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£784.63
Less Pack Saving:	£525.63
SILICA PRICE:	£259.00

***PLUS!* 16 NIGHTS HOLIDAY ACCOMMODATION**

£259

FREE BROCHURE!

RETURN THE COUPON FOR A FREE COLOUR ST BROCHURE

520ST-E DISCOVERY XTRA



HARDWARE:	
520ST-E COMPUTER – 8MHz 16-Bit 68000 CPU, 512K RAM, Mouse, TV Modulator, Internal PSU, 1Mb Drive	£299.99
SOFTWARE - *ENTERTAINMENT*:	
ESCAPE FROM ROBOT MONSTERS – Fight to destroy the robot army	£19.99
FINAL FLIGHT – Fast action beat-em-up game	£25.99
NINE LIVES – Save Claudette from the mad scientist	£24.99
SIM CITY – Take control of your own city	£29.95
SOFTWARE - *PRODUCTIVITY*:	
CONTROL ACCESSORIES	FREE
V52 EMULATOR PROCESSOR	FREE
ST TOUR GEM tutorial for the ST	£4.99
FIRST BASIC Basic programming language	£49.99
NEOCHROME Powerful drawing package	£49.99
***PLUS!* FREE FROM SILICA:**	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£830.63
Less Pack Saving:	£551.63
SILICA PRICE:	£279.00

***PLUS!* 16 NIGHTS HOLIDAY ACCOMM**

NORMAL RRP ~~£299.99~~ **£279**

Ref: STC 6252

1040ST-E FAMILY CURRICULUM



HARDWARE:	
1040ST-E COMPUTER – 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, T V Modulator, Internal PSU, 1Mb Disk Drive	£399.99
SOFTWARE MODULES:	
PLAY AND LEARN – Prof Plays a New Game with Words and Sentences	£76.59
JUNIOR SCHOOL LEAVER – Answer Back/General Knowledge Quiz, Spelling and Primary Maths	£58.54
GCSE – Micro Maths, French, and Geography Quiz	£55.54
BUSINESS – ST Word, ST Base & ST Calc	£159.85
CREATIVE – Hyper Paint II, Music Maker and First Basic	£134.97
***PLUS!* FREE FROM SILICA:**	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£1210.23
Less Pack Saving:	£861.23
SILICA PRICE:	£349.00

***PLUS!* 16 NIGHTS HOLIDAY ACCOMM**

NORMAL RRP ~~£399.99~~ **£349**

Ref: STC 1250

1040ST-E MUSIC MASTER



The Music Master Pack features one of the most popular computers used by musicians combined with the renowned MIDI package PRO 24 III to provide a perfect environment for novice and professional alike. The acclaimed MIDI Recording and Editing System from Steinberg, PRO 24 III is used by many top musicians including Dire Straits and PWL. Using any MIDI keyboard, PRO 24 offers the ability to write and compose music to a very high standard. You can record up to 24 tracks simultaneously, and then apply real time editing to remove mistakes.

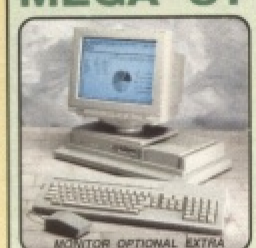
HARDWARE:	
1040ST-E COMPUTER – 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£399.99
SOFTWARE:	
PRO 24 III	£150.00
***PLUS!* FREE FROM SILICA:**	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£874.74
Less Pack Saving:	£525.74
SILICA PRICE:	£349.00

***PLUS!* 16 NIGHTS HOLIDAY ACCOMM**

NORMAL RRP ~~£399.99~~ **£349**

Ref: STC 1261

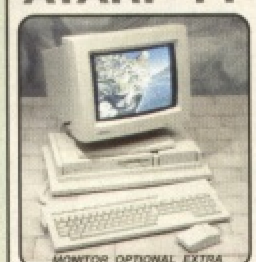
MEGA ST



- 16MHz 16-Bit 68000 Processor
- 3½" 1.44Mb Double Sided Disk Drive
- 1/2/4Mb RAM Versions
- 47Mb Hard Drive Versions Available
- 4096 Colour Palette
- Stereo 8-Bit PCM Sound Output
- *FREE* Silica Productivity Pack
- *FREE* Tenstar Games Pack
- *FREE* 16 Nights Holiday Accom.

	1Mb RAM	2Mb RAM	4Mb RAM
0Mb HD	£586 STC 8421	–	–
47Mb HD	–	£985 STC 8522	£1097 STC 8544

ATARI TT



- 32MHz 32-Bit 68030 Processor
- 3½" 1.44Mb Double Sided Disk Drive
- 2/4/8Mb RAM Versions
- Stereo 8-Bit PCM Sound Output
- 4096 Colour Palette
- Built-in 68882 Maths Co-Processor
- Up to 1280 x 960 Resolution
- VME + SCSI Expansion Ports
- Expandable to 36Mb RAM
- Hard Drive Expansion Options
- *FREE* 16 Nights Holiday Accom.

2Mb RAM	4Mb RAM	8Mb RAM
£1169 STC 8925	£1462 STC 8939	£1874 STC 8977

ALL PRICES INCLUDE VAT - FREE OVERNIGHT COURIER DELIVERY IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available **081-308 0888**.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Atari STcomputer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA	No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Late Night: Thursday until 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Late Night: Friday until 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017

To: Silica Systems, ZERO-0892-79, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE ST RANGE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Address: ....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

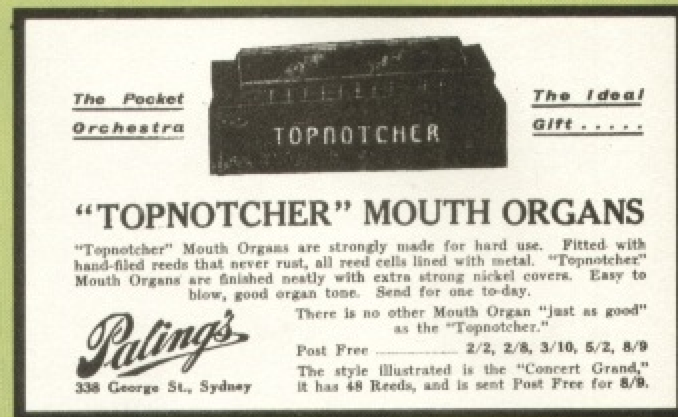
Which computer(s), if any, do you own? 79B

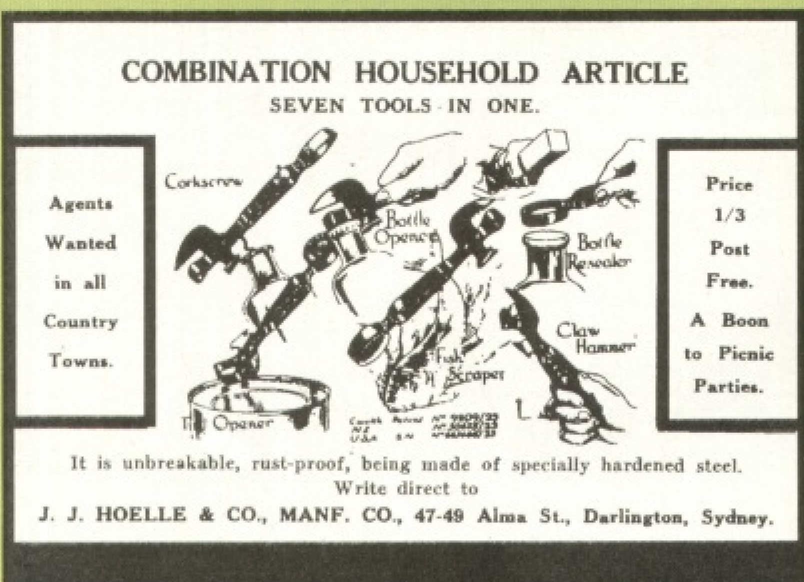
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

SWAGBAG



This month's Swag Bag seductress was sent in by JONATHAN RIPPLE of SURBITON – she's one of his School Dinner Ladies. Going by the name of Ethel (or 'The Mincer' to her fans), this sorceress of the serving spoon loves to 'spice up' her dinners with tasty titbits such as ground glass and blowfly larvae. What a gal! If you know of a similarly worthy bag, send in a photo of her to Swag Bag at the usual address. Oh, and if you want to sell, swop or get in touch with someone, fill in the coupon below and send it in – it's FREE!





THE HARD STUFF

C64 and printer plus 300 games, boxed, guaranteed, make an offer or swap for ST printer. Phone Peter on (051) 264 9180

Atari STFM 520, 1Mb, one joystick, one mouse, dust cover plus £1015 worth of games and £320 worth of magazines. £350 ono, will exchange for Amiga 500. Call Darren (0993) 831566 after 6pm.

Atari 520 STFM colour monitor, over 100 top games, two joysticks, mouse, all manuals, £500 ono. (071) 548 5491 ask for Robert.

1Meg Amiga 500, two external floppy drives, workstation, plinth, mouse, three joysticks, Philips CM8833, stereo colour monitor, DRT's, KCS v 3.5, Music X v1.1,Technosound Turbo sampler, £600 ono. Andy, Aldershot, (0252) 2265336

Atari STFM with mouse, mat, two joysticks, mags, plus extras, and over £700 of software. Sell for £260 ono. (0279) 452002

Lynx for sale, includes APB and mains adaptor. One month old, perfect condition, worth £130, sell for £80. James 03220863 443 (evenings).

Atari 520STE power pack with about £1,200 worth of games, utilities, mouse, and two joysticks. Also you get Sega Master System with games worth about £2,000. Sell for £450. (03373) 466 264.

Amiga 1Meg, external drive, Amstrad colour stereo monitor, over 50 games worth £1,200. Sell for £600 or swap for CDTV. Phone now! (0625) 618297

For sale: Atari Lynx 2 with four games, including *Stun Runner, Pacland, Blu Lightning* and *Slime World.* Adaptor and case. Excellent condition, £130. (0276) 79477

1Meg T Atari STFM with mouse and one stick, exra disk drive, over £600 of software, colour TV, loads of mags with cover disks. Worth over £1,000, £450 the lot!Matthew Heywood, The Old School, Hulverstone, Newport, P030 4EH. (0983) 740634.

Atari 520 STE 160 plus two joysticks, mouse, £260 ono. Game Gear, seven games, adaptor, Wide Gear, £150. James, (0276) 084875.

WRITE ON

19 year-old male Amiga user seeking female in Canada to swap PD. Send photo. Write to Matthew Gee, 81 Kuran Street, Chermside, Brisbane, QLD, Australia 4032.

Amiga contacts who want to join a worldwide club. Write a letter for more info to Stephen T Richardson, 29 Fitzroy Street, Wadestown, Wellington, New Zealand.

Amiga contacts wanted to swop all types of software – 100% reply. Send lists, disks to: Bal, 144 Whalley New Road, Blackburn , Lancs, BB1 6LB.

Amiga contacts wanted to swap games etc – all replied to. Write to: Andrew Hodgekinson, Walton On Thames, Surrey, KT12-2LD.

Amiga contacts wanted for old and latest stuff. Send lists or disks to Oliver, 8 Fairview Road, Chigwell, Essex, IG7 6HN. 100 per cent reply guaranteed.

1,000 per cent reply guaranteed to all those who send disks and letters to me, an Amiga owner. Laurence Patterson, Birds Cottage, Ryall, nr Bridport, Dorset. Look forward to hearing from you.

Amiga swop! Will swop *Terror Pods, Universe 3* and *The Kristal* for *Secret Of Silver Blades.* Write to Peter Mountain, 3 Shackleton Road, Clay Lane, Doncaster South, Yorkshire DN2 4RS.

G'day! Atari contacts wanted to swop games. Guaranteed 100 per cent reply! Send list of games to Jason, 10/41 O'Connel Street, North Parramatta, NSW, Australia 2151. Hear from you soon!

Amiga contacts wanted worldwide, especially strategy lovers. Send disk lists to Stefano Bugni, 7 Kathleen Road, Sutton Coldfield, B72 1SS

Amiga contacts wanted, all the latest tips, hints, etc. Write with a list to Jay, 8 Westbank Road, Liverpool, I7 9NA Merseyside

Amiga contacts wanted for new stuff only. Must be fast and reliable. 100 per cent reply. Send list and disks to Mark Burden, 290 Dialstone Lane, Greatmoor, Stockport.

Amiga contacts wanted, rave-heads preferably, loads of games. Fast and reliable contact. Jason Mellray, 8

zero

EDITOR: Amaya Lopez
ART EDITOR: Catherine Higgs
PRODUCTION EDITOR: Mark Holmes
DESIGNER: Rebecca Gillard
STAFF WRITER: Martin Pond
CONTRIBUTORS: Duncan MacDonald, Michael Horsham, Patrick McCarthy, Rich Pelley, Mike Gerrard, Richard James, Chris Maillard, Rachel Wolfe, Ben Caudell, Malcolm Casimir
AD MANAGER: Sara Parker
CLASSIFIED SALES EXECUTIVE: Andreas Silberman
PRODUCTION CONTROLLER: Anne-Marie Allen
AD PRODUCTION: Lizzie Whittaker
CLASSIFIED AD PRODUCTION: Alyson McKay
ADVERTISEMENT DIRECTOR: Alistair Ramsey
PUBLISHER: Teresa Maughan
ART DIRECTOR: Jimmy Egerton
GROUP PRODUCTION MANAGER: Jim Bully
MARKETING EXECUTIVE: Claire Owen
NEWSTRADE CIRCULATION MANAGER: Sean Farmer
SUBSCRIPTIONS MANAGER: Norman Diamond
MANAGING DIRECTOR: Colin Crawford;
CHAIRMAN: Felix Dennis

PUBLISHED BY: Dennis Publishing Ltd., 19 Bolsover Street, London W1P 7HJ
TEL: 071-631 1433 FAX: 071-323 9343

REPRO: Ebony, Liskeard, Cornwall

PRINTED BY: Capricorn, Basildon

DISTRIBUTION: Seymour, 1270 London Road, Norbury, London. Tel: 081 679 1899

Sandingham Road, Darwen, Lancs, BB3 0BI. Love, peace and spacehoppers!

Amiga contacts wanted to swop games, tips, mags etc. Send those letters to Tony, 29 Windsor Avenue, Falkirk, Stirlingshire, Scotland, FILI SHH. Or phone (0324) 22361.

Female swopper seeks fast, cute contacts for the Atari, ST, Amiga, PC. Send disks, lists to Sarah, 18 Coolroe Heights, Ballincollig, Co Cork, Ireland. All letters will get a reply!

Wanted: PC contacts worldwide, male or female, to swop games, hints, cheats etc. Write to Graham Fedder, 23 Riverside Close, Kingsworth, Ashford, Kent, TN23 3EL.

Contacts wanted for Amiga to swop games, demos etc. Send lists to Ian Mellors, 2 Conway Street, Long Eaton, Nottingham, NG10 2AE. (0602) 724418

Amiga contacts wanted – send lists, disks, and letters to Ryan, PO Box 274, Kloof, 33640, Natal, South Africa

SOFT SELL

Amiga contax wanted. 100 per cent reply. List of disks to Jim of NFA, 53 Cecil Road, Leicester, 1E2 OAD. Fast and Friendly.

Aussie Amiga coder wants contacts with GFX, music ability for writing demos, games. Write to Mark Kerr, PO box 546, Morphett Vale, SA, Australia, 5162. 100 per cent reply.

Amiga contacts wanted – 100% reply. Send lists or disks to John Mullen, 62 Lonsdale St, Workington, Cumbria CA14 2YD

IBM PC contacts wanted. Please write to Gert Groenewald, 46 Lovell Avenue, StellenBosch, 7600, RSA. I also want an Amiga to buy, so write now!

ST owner to swap my *Magic Pockets, Robocop, Xenon II, Andes Attack*, Grip, *Maniac Mansion, Loom* and *Zak McKLachen* (0943) 601079.

Epic and *Knightmare* for sale on Amiga, loads of ST games at cheap prices for sale. Please contact (081) 805 0060 and ask for Allen (after 6).

Amiga games for sale. Pretty cheap prices. If interested, ask for Ollie on (0543) 374 266. Will swop *Beast II* and *WWF* for *Cruise For A Corpse* or *Dragon's Lair*.

The Simpsons for *PGA* or *The Amazing Spiderman* or any non-*WWF* wrestling game. Philip Nourse, 67 Devon Way Hook, Chessington, Surrey, K192R.

Amiga PD library for sale, over 100 disks. Sell for £80 or swop for Game Gear. For more info write to Mark Turner, 17 Saxholm Dale, So'ton, Hants, S01 762

Get Sega tips, over 210, only £2.10 or get over 290 Amiga cheats for £2.50. Send SAE to 26 Inglewood Avenue, Heatherside, Surrey, GU15 IRJ. Or single tips for only 15p.

Cheat Disk 3 out now for the Atari ST. two disks packed with cheats, solutions, utilities, games, demos, etc, £3. Write to Ben Brockbank, 81 Sunny Heys, Meltham, Huddersfield, West Yorkshire, HD7 3PD.

GIMME SOME

PD Rebels Vol 1. To get your copy, send SAE and blank disk. Package includes five good PD games absolutely free. Only for Amiga!! David, Jonah, George, 3 Cliff Road, Holmfirth, Huddersfield, West Yorks.

OY! You with the ST! I got loads of games and fings. Send blank disk for free list. We are talking cheap, cheap cheap!! Sorry, no budgies or milk tokens. Kev Pearson, 105 Burder Street, Loughborough, Leics, LE11 IJJ.

Top games, all originals, for Atari ST: *Powermonger, Midwinter 2, King's Quest, Colonel's Bequest, Hoyles Games*, £10 each or £40 the lot. John, (0548) 47668.

Swop *Back To The Future II* or *Corporation* for any game. Write to Tam Boyle, 7 Clynder Road, Greenock, Scotland PA15 3HY

Brilliant games to swop on ST. *Terminator 2, Robocop 2, Demons 'n' Drivers, Chambers Of Shaolin, P47, TNT, Nightbreed* action pack. Contact Zinc, (081) 809 7532 after 5pm weekdays

Wanted! *Simulcra* for ST, will swop for *Ivanhoe* or buy. Also for sale boxed ST games, including *Another World*. If interested ring Thomas, (0625) 426126.

Wanted! Sega Game Gear in exchange for Atari games: *Speedball 2, Jimmy White, Batman, Xenon 2, Rainbow Islands, Chase HQ, Turrican, R-Type, Man Utd Europe*. Paul, (000222) 758 648.

Wanted: Action Replay II/III for Amiga 500. Must have complete set of instructions. Will pay £30. John Mac, 127 Kingshead Close, Castlefields, Runcorn WA7 2JQ.

Foster Clark's Custard
makes cup custard to perfection.

Dragon 32 computer needed urgently, must have leads. No games needed, will pay good price. Phone (0672) 512420 and ask for Chris, or write to 39 Manton Hollow, Marlborough, Wilts SN8 1RR

Programmers wanted for forthcoming ST games. Write to: Nik Tozer, 27 Maesdown Road, Evercreech, Shepton Mallet, Somerset BA4 6LD. Tel: (0749) 830025.

Wanted: a modem for Amiga 500. Phone (051) 348 2635 between 5–6pm weekdays

Wanted! *Cruise For A Corpse, Dragon's Lair I* and *II, Monkey Island II* for Amiga. Will swop for other games like *Beast II, WWF*. Phone (0543) 374266 and ask for Ollie.

WHAT'S HAPPENIN'

New exciting PBM, a must for every wrestling fan. RWA design your own wrestler, manager and family. For more information, send SAE to RWA, 32 Chudleigh Way, Ruislip, Middx HA4 8TR.

To The Bobster from Ocean: we love and miss you when you're at work. Love from your wife, your son Jon and daughter Holly XXX.

Back Issues 1–17 (one of each) 75p per copy (+50p P&P). Pristine condition. Send cheques and letters to Rob, 12 Conifers, Hadleigh, Benfleet, Essex SS7 2JR. Sorry, no disks (11-17).

SAD BASTARDS

Yo!! I'm looking for a 15–16 year-old girl. I am 16. Write to Anton at "Stonewold", Hophurst Lane, Crawley Down, West Sussex RH10 4LJ. Write soon!! Please send photo.

Two horny lads looking for sexy girls (13-17) to swap love letters, photos, underwear and stuff. Rob and Max, Kingsleigh House, Drury Lane, Martin Hussingtree, Worcs WR3 8TD.

VIRTUAL STUPIDITY

Yo! to Bricee, Flembo, Menton, Skengal, Kwashi and other boys from the Blaes. Respect to Mackie and Ryso the alkies and also to Finger and Pud. Fitzy – stay cool, Jim P.

Hey Dave! If that great (Not!) team called the All Nations ever beat Barnet Youth FC I'll wear your mum's leopardskin tracksuit and paint my teeth black. Morris Day

BOOK YOUR FREE AD HERE!

If you'd like to place a free advert in SwagBag, then please fill in the coupon below in easy-to-read BLOCK CAPITALS, and send it to **SwagBag, ZERO, 19 Bolsover St, W1V 2BP.** Don't forget to include your address and phone number, and to mark the envelope with the appropriate section heading.

Please tick the heading which you think your collection of up to 30 words is most relevant to:

The Hard Stuff ☐ Soft Sell ☐ Write On ☐ Gimme Some ☐
What's Happenin' ☐ Sad Bastards ☐ Virtual Stupidity ☐

NAME

ADDRESS

ZIP CODE **TEL:**

Z3

Feel free to photocopy this coupon if you're loath to take any sharp object to this informative and very lovely mag. Unfortunately ZERO cannot guarantee to place every ad received.

ZERO LAUNCHPAD

CONTACT ANDREAS SILBERMANN ON 071 631 1433

LAUNCHPAD ZERO

CONTACT ANDREAS SILBERMANN ON 071 631 1433

HARDWARE

PLAY BY MAIL



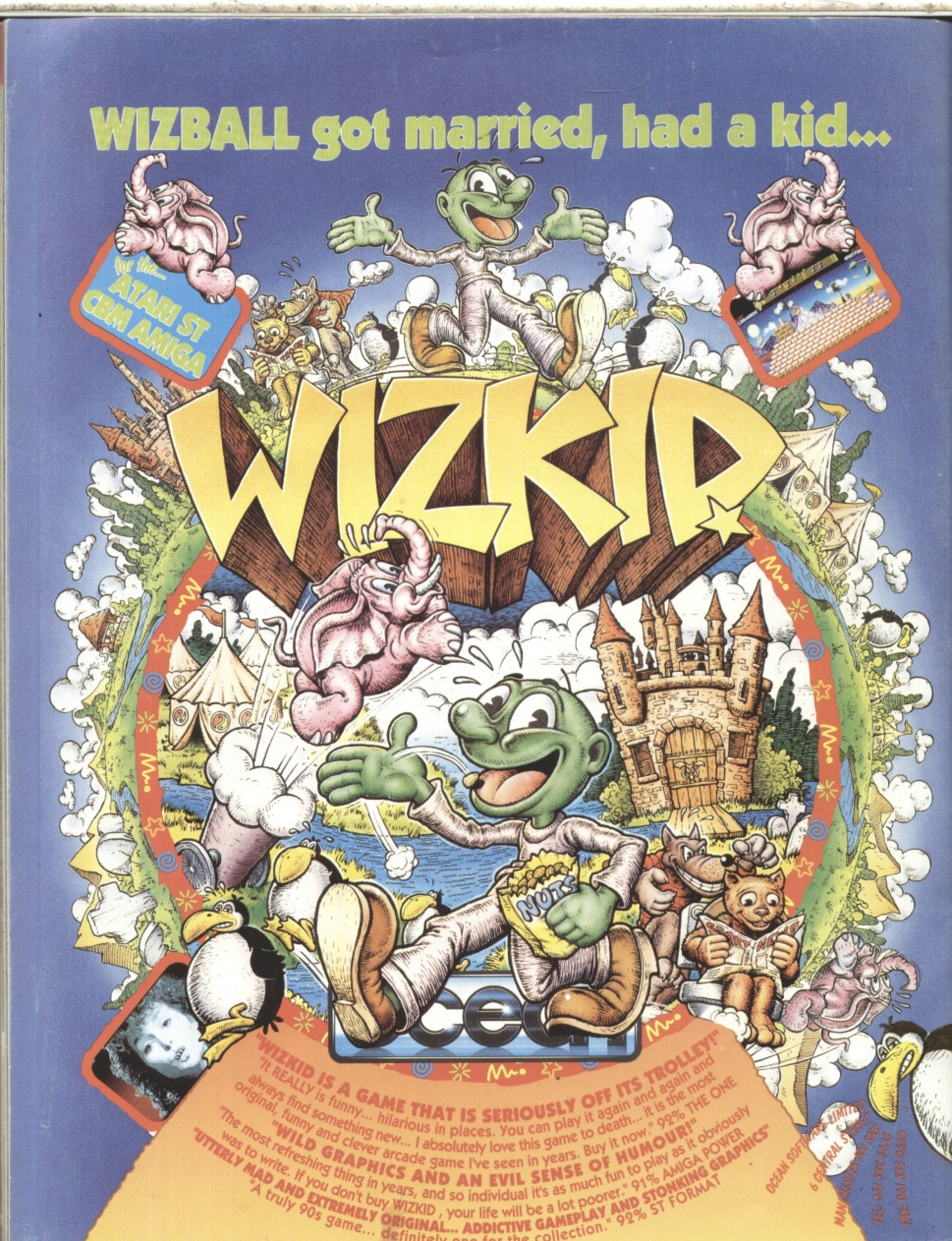
COMPETITION

BULLETIN BOARD

PHONELINES


smaaart!
GAME
sega • nintendo • pc engine • lynx
ZONE
GET 2 BUTTON BADGES
FREE
with the next issue of GAME ZONE!
GAME
sega • nintendo
ZONE
Carmen Sa
Terminator
Rampart
F-Zero
GAME
sega • nintend
pc engine
ZONE
FREE
smart batman poster inside!
Robocop 3
Heavy Metal Exclusive
Issue Ten
Micro M
Shadow Of Th
16-page handheld pullout
On sale at your newsie from August 20th!


FILA
SPORTWATCH
£39.95 – £99.95
SUGGESTED RETAIL PRICE
SWISS QUARTZ TECHNOLOGY • UNI-DIRECTIONAL ROTATING BEZEL • STEEL CASE • MINERAL CRYSTAL
WATER RESISTANT TO 330 FEET • CALENDAR AND SWEEP HAND • AVAILABLE IN SMALL AND LARGE
MODEL FEATURED – FILA DIVERS WATCH £79.95
Trademark FILA used under licence from FILA SPORT, S.p.A. Biella, Italy.



WIZBALL got married, had a kid...
for the... ATARI ST CBM AMIGA
WIZKID
NUTS
ocean
"WIZKID IS A GAME THAT IS SERIOUSLY OFF ITS TROLLEY!"
"It REALLY is funny... hilarious in places. You can play it again and again and always find something new... I absolutely love this game to death... it is the most original, funny and clever arcade game I've seen in years. Buy it now." 92% THE ONE
"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!"
"The most refreshing thing in years, and so individual it's as much fun to play as it obviously was to write. If you don't buy WIZKID , your life will be a lot poorer." 91% AMIGA POWER
"UTTERLY MAD AND EXTREMELY ORIGINAL... ADDICTIVE GAMEPLAY AND STONKING GRAPHICS"
"A truly 90s game... definitely one for the collection." 92% ST FORMAT
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650